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match day tactics

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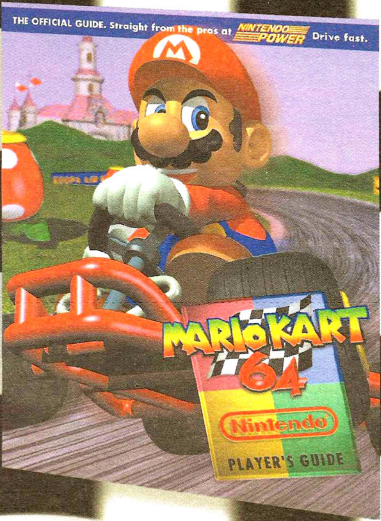
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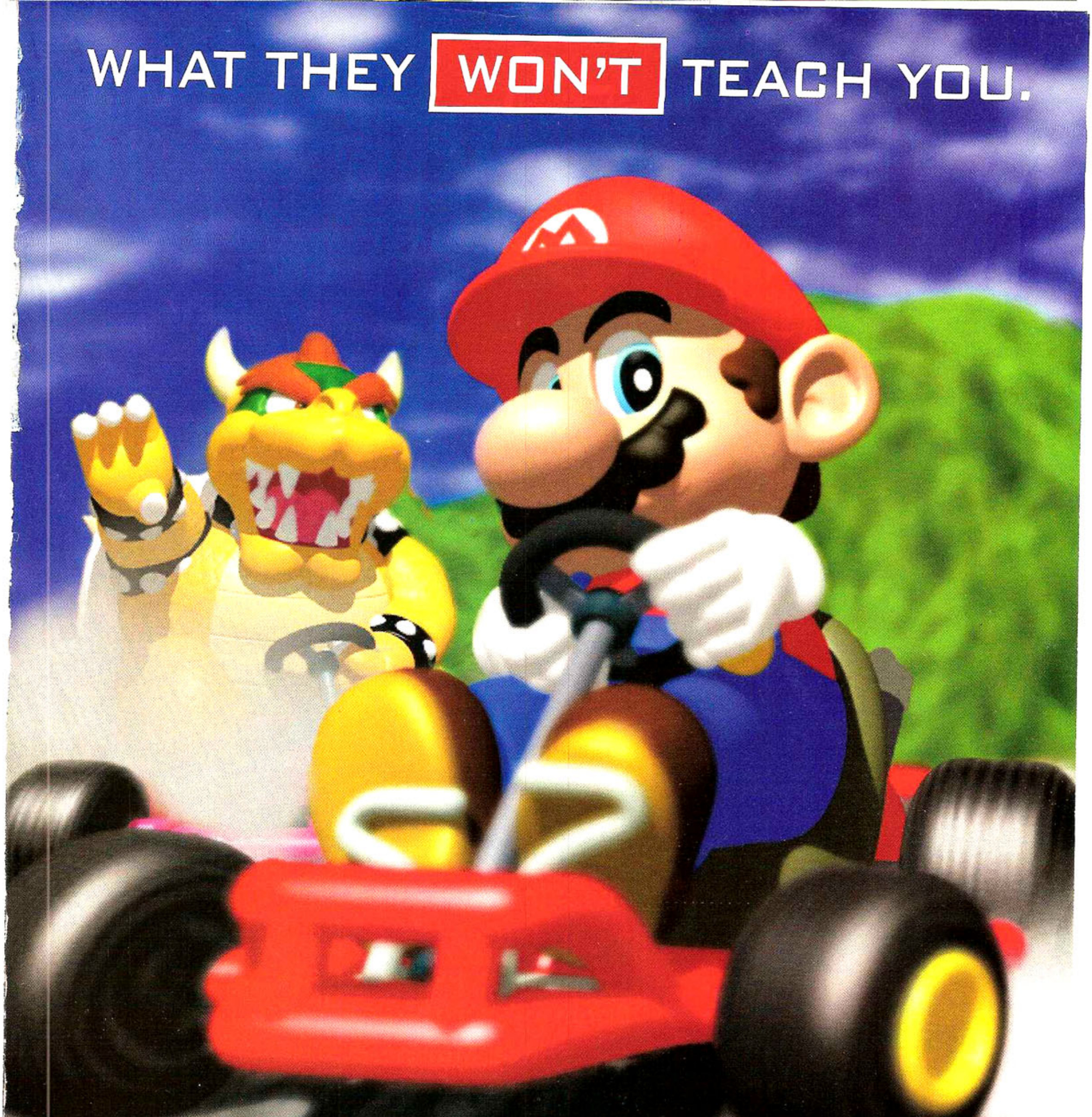
WHAT THEY WON'T TEACH YOU.

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DOOM 64

Someone once said that no one can hear you scream in outer space. It's a good thing, too—part two of our Doom 64 strategies threatens the Space Marines with enough horrors to make a galaxy's ears ring. Fall farther into the burning ring of fire this month with the arsenal of maps and tactics you've been screaming for.

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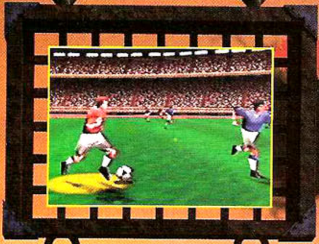
Volume 96 May 1997



FIFA Soccer 64

The way to better soccer play is afoot with eight pages of strategies, fancy footwork and a rundown of the all-time best soccer video games.

Star Fox 64 Preview

Jump into the cockpit with Fox McCloud and his able-bodied wingmen for an early bird's-eye view of the cinematic rumblings of Star Fox 64.

Lost Vikings 2

For the complete guide to bringing home the fearless but clueless Vikings, journey to page 62. More puzzles! More enemies! It's all par for the Norse!

STRATEGY

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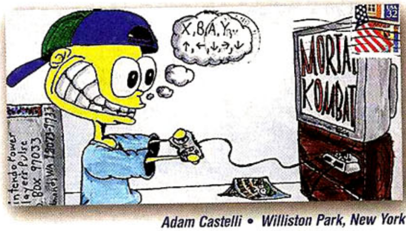
PLAYER'S PULSE

Popular PC and Super NES games are getting souped-up into N64 versions. What old favorites would you like to see transformed into N64 games? Drop us a line and tell us. Who knows? Maybe a game developer will take your advice!



Adam Castelli • Williston Park, New York

The Big 100

I have decided to share my ideas for your 100th volume. I think you should feature the greatest video games on all of the Nintendo systems. You should also include a test on knowledge of games, both recent and ancient. Volume 100 should include nothing but info on older games, with a section featuring the greatest video game challenges of all time. You should also include the greatest passwords of all time. It would be neat to bring back some of the greatest challenges to see if current gamers can beat the older scores. I think most of the ideas you come up with yourselves will be over budget. Consider the ideas of your subscribers–because of them, you have a magazine. Give the magazine back to subscribers with the 100th volume.

Ryan Schaller
Oklahoma City, OK

Super Mario 64

Jared Bogdan • Baltimore, Maryland

100 Ideas

I would like to know what you are going to do for issue 100 of Nintendo Power. I know it is a little early, but I think you should be planning on a huge 600-page issue with tons of game reviews, previews, contests, codes, and stuff. I dare you to publish this, but I doubt you will, because you won't want a bunch of people to agree with me and bug you about it, too.

Josh Babich
Via the Internet

On the contrary, Josh. We're encouraging people to "bug" us about Volume 100! It's your magazine, so let us know what special stories, posters, comics, and other goodies you'd like us to feature in the 100th issue. Send us your ideas, and maybe we'll use them!

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MARIO 64 TRY-OUTS TODAY
TURN LEFT
TURN RIGHT
WHY LUIGI IS NOT IN MARIO 64

A. Edward • Southgate, Michigan

Be P.C. about the PC

You did it again! In Volume 93 in the Doom 64 Pak Watch review, you bash the PC. In the review it said, "Fans of the PC Doom, Doom II, and Quake games will be stunned to see a video game that runs circles around what their beloved platforms can produce on the screen." In a computer magazine I subscribe to, it doesn't try to trash Nintendo or its products just because Super Mario 64 is outselling computer games. Next time, try not to say anything bad about the computer, or you'll be hearing from me again!

Lenton Parks
Mosheim, TN

We're grateful for all the innovations the PC has contributed to gaming, and we would never bash the PC. We were simply comparing the two versions of Doom, and by comparison, Doom 64 does run circles around its PC counterpart.

Fish Story

I would like to ask you if you make up the letters that go in Player's Pulse. I read this section, and the letters sound a little fishy.

Geoff Waag
Via the Internet

We didn't make up your letter, did we?

Yo, Adrian!

I'm disgusted with Adrian Laney's letter in Volume 93. Some kids can't get jobs, and their parents can't afford to buy an N64 for them. He says that once someone gets an N64, all they would do is ask you to feature more N64 coverage, but he would want the same if he got an N64. If all he had was a Super NES, he would be writing for that same thing he hates to hear readers ask for. I see his point, but I think you should give equal coverage for all systems. I wouldn't mind more N64 coverage later this year, when the vast majority of NP subscribers will have an N64.

Ryan Van Maanen
Hull, IA

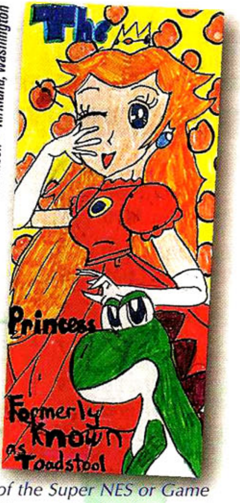
Get the Balance Right

Let me read to you what was on the cover of your 93rd issue: Mario Kart 64, GoldenEye 007, Turok: Dinosaur Hunter, Shadows of the Empire, and Game Boy Hits 'n Tips. Except for Game Boy, EVERYTHING was for the N64. Your magazine is no fun to read when it gives help only on something you don't have. I have been a loyal subscriber since the first issues, but I'm sure as heck not going to hang around for your 100th issue if you keep it going the way you have been. Player's Pulse has been asking for a new topic of controversy...HERE IT IS!!!

Geoffrey Pitsch
Great Falls, VA

We strive to feature games we haven't yet covered and right now, most of them are for the N64. By no means do we want to alienate fans

Background Art: Brent Young • Linn Creek, Missouri



Rebecca Janson • Kirkland, Washington

of the Super NES or Game Boy, and in this issue, we're featuring a Game Boy article on the 4-in-1 Game Paks, Casino FunPak, and Solitaire FunPak, plus Super NES articles on Lost Vikings II and DKC 3. As for the cover, we feature what will grab most people's attention. Coming next month–Mario clone with three arms prove Mario was altered at birth!

Where's Junior?

What happened to Ken Griffey, Jr. for Nintendo 64? It had a release date of Spring '97 in Pak Watch, but then it was taken off the list! It was my most anticipated game for the N64!

Paul Bloodgood
Bellevue, WA

Fear not, baseball fan. Major League Baseball featuring Ken Griffey Jr. is still in the works and is scheduled for release sometime late this summer.

Nintendo Tales

I think you should have a short story section. It would be a good idea to have short stories written by the fans of the magazine. It would have them star famous characters such as Mario and his friends, Link, Mega Man, and others. It would be cool to have something like that.

Eric MacGeorge
Waukesha, WI

Overwhelming Colorfest

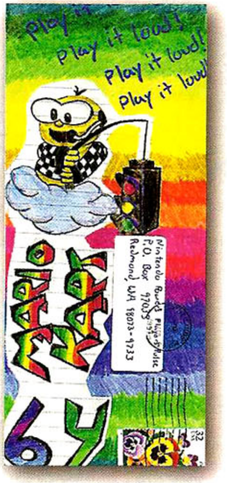
Why would you make so many different Game Boys? I mean, until one breaks, you only need one. You've already made colored and sleek silver Game Boys, and they sold really well. But now you're making neon-colored Game Boys? Whos's gonna buy them all? What's the deal?

Guy Vizard
via the Internet

Here's the deal, Guy: we want to offer you variety, so you can have a Game Boy in the color of your choice. Why do you think identical models of cars are made in different colors?

Write On!

Since many of your readers are kids, I'm sure they would love to write to kids their own age, instead of an adult. They could review games and express their thoughts on new games and systems. If you could make this an article and me head writer, that would be great.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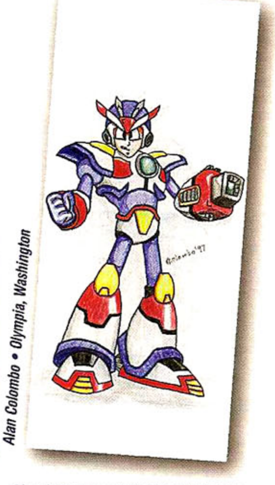
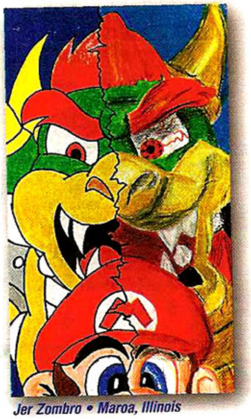
MARIO KART 64

Steve Engle • Saint Louis, Missouri

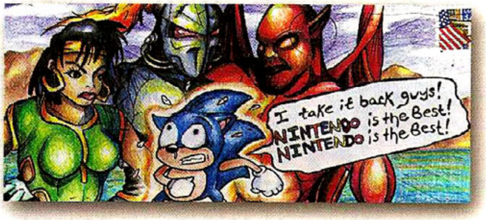


Alan Colombo • Olympia, Washington



Jer Zombro • Maroa, Illinois

Rhonda Bowlin • Dalzell, South Carolina


I take it back guys!
NINTENDO is the Best!
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POWER CHARTS

This month's biggest mover is Turok: Dinosaur Hunter for the N64. Turok clawed his way to reach his highest position in the Power Charts so far. On the Most Wanted front, Blast Corps and Doom 64 stormed onto the scene, and they're set to crash into the N64 Charts next month in their explosive debuts.

NINTENDO 64 TOP 10

1

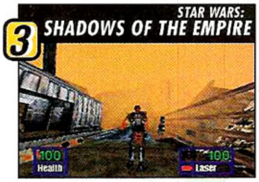
MARIO KART 64

LAP 2/3
TIME 02'14"71
4th

Mario Kart keeps the checkered flag for its second month in a row, while Super Mario 64 and Dash Rendar eat its dust. Meanwhile, Turok takes four mammoth steps up to claim fourth place.

2

SUPER MARIO 64

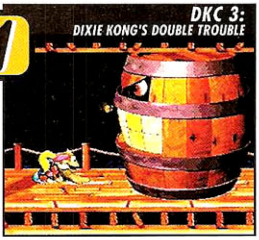


3

STAR WARS: SHADOWS OF THE EMPIRE

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	MARIO KART 64	NINTENDO	1	5
2	SUPER MARIO 64	NINTENDO	2	8
3	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	3	8
4	TUROK: DINOSAUR HUNTER	ACCLAIM	8	8
5	WAVE RACE 64	NINTENDO	4	8
6	CRUIS'N USA	NINTENDO	5	5
7	WAYNE GRETZKY'S 3-D HOCKEY	MIDWAY	7	8
8	PILOTWINGS 64	NINTENDO	9	8
9	KILLER INSTINCT GOLD	NINTENDO	6	6
10	MORTAL KOMBAT TRILOGY	MIDWAY	10	4

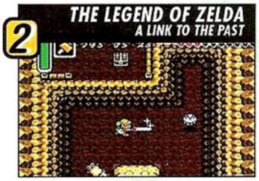
SUPER NES TOP 10



1

DKC 3: DIXIE KONG'S DOUBLE TROUBLE

DKC 3 tops the Power Charts, but did Dixie Kong's Double Trouble do double duty to top the charts for the best of 1996? Flip to page 88 for the results of the 1996 Nintendo Power Awards to find out. You might be surprised!



2

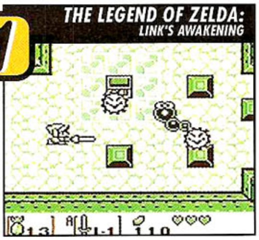
THE LEGEND OF ZELDA A LINK TO THE PAST

3

SUPER MARIO RPG

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	1	7
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	2	63
3	SUPER MARIO RPG	NINTENDO	3	13
4	SUPER MARIO KART	NINTENDO	4	49
5	CHRONO TRIGGER	SQUARE	6	22
6	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	7	19
7	FINAL FANTASY III	SQUARE	5	29
8	SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	–	19
9	TETRIS ATTACK	NINTENDO	8	37
10	DONKEY KONG COUNTRY	NINTENDO	10	31

GAME BOY TOP 5



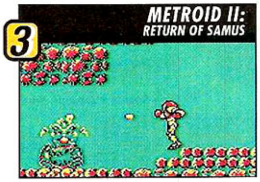
1

THE LEGEND OF ZELDA: LINK'S AWAKENING

It looks like this month's Game Boy Power Chart is taking a snooze! Link's Awakening continues its long hibernation in the number one spot, but Diddy and Samus refuse to sleep until they reach the top.

2

DONKEY KONG LAND 2



3

METROID II: RETURN OF SAMUS

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	49
2	DONKEY KONG LAND 2	NINTENDO	2	9
3	METROID II: RETURN OF SAMUS	NINTENDO	3	65
4	TETRIS ATTACK	NINTENDO	–	9
5	TETRIS	NINTENDO	4	54

MOST WANTED

1. 64 DD (N64)
2. LEGEND OF ZELDA 64 (N64)
3. MARIO KART 64 (N64)
4. NINTENDO 64
5. SUPER MARIO 64 (N64)
6. GAME BOY POCKET
7. STAR WARS: SHADOWS OF THE EMPIRE (N64)
8. DOOM 64 (N64)
9. YOSHI'S ISLAND 64 (N64)
10. BLAST CORPS (N64)

LETTERS, CONTINUED...

Eric Nielsen
McFarland, WI

Although, you're making the writers here very nervous, we're going to give your great idea a try. Any budding writers and critics out there, send us your game review along with an illustration, rating of the game, or a picture of yourself. Please try to keep your essays under 700 words. We'll feature the best ones in a special section in Player's Pulse.

Retire Retirement

I do not think you should retire games from the Power Charts after a certain period of time. The purpose of the Charts is to show the best games. If you retire games, the best games would eventually not be listed.

Theresa Rucando
Via the Internet

Poetry in Motion

Upon playing games and
seeing what's in store,
I've seen Yoshis and
Goombas and Koopas
galore, All this and much,
much more, Plumbers and
Triforces and Arwings to
boot, This little cache of
gaming loot, Was created by
greatness of the highest
degree, It makes you just
want to shout, "Yippee!" As
for this poem, if you must
know, Is dedicated to the
great, one and only,
Shigeru Miyamoto.

Sharleen Hii
Via the Internet

What a great poem for Nintendo, it rhymes quite nicely like you intendo...uh, maybe we'll leave the poetry to you, Sharleen.

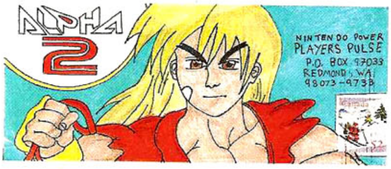
Cool Runnings

Colin Baldwin, Volume 92 Grand Prize Winner, won the chance to experience some DKC 3 in real life from the front seat of a bobsled speeding down the Olympic Run in Lake Placid, New York. The Vista, California native must have brought his town's sunny weather to the Olympic Sports Complex, because record temperatures had the bobsled run closed. Instead, Colin strapped on a sled and rode the Luge Rocket ride down the luge run, which was opened specially for him. Colin's flurry of winter fun also included snowboarding, sightseeing atop the 120-meter ski jump, and inner-tubing down the ski jump landing slope!

Map of the Olympic Bob-Run
Start
Finish
Zig-Zag Curves

Oops!

In Volume 94, we featured a reader's Street Fighter Alpha 2 envelope art, but we didn't know who the artist was. Fortunately, he's been discovered–the artist is Sean Fowlow of St. John's, New Foundland. To give credit where credit is due, we're giving readers another look at his artwork.



WRITE AWAY RIGHT AWAY!

This month we announce the winners of the 1996 Nintendo Power Awards. Did your favorites get shut out of winning? Write to us and defend their honor! Send your letters and comments to us at:

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News about recent releases and upcoming games for all Nintendo systems.
Call for help on Super Mario 64, Blast Corps, Turok: Dinosaur Hunter, Doom 64, Killer Instinct Gold, Star Wars: Shadows of the Empire, PilotWings 64 and Mortal Kombat Trilogy for the Nintendo 64. There's also help for any Super Mario game for the Super NES and NES, Donkey Kong Land for the Game Boy, and Zelda game, Donkey Kong Country 1, 2, and 3, EarthBound, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Super Mario RPG, Breath of Fire I and II, Killer Instinct, Street Fighter Alpha 2, Mortal Kombat II, Mortal Kombat 3 and Ultimate Kombat 3. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

NINTENDO POWER SOURCE

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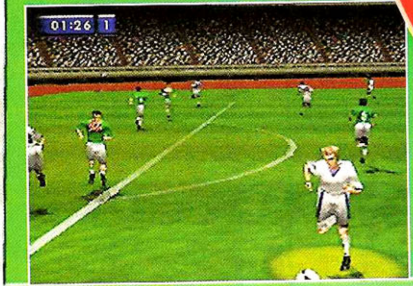
"A Great Bit of Play"

FIFA Soccer 64 from Electronic Arts truly has it all: detailed polygon graphics; high-speed, realistic animation; real-time commentary from real-life announcers Andy Gray, Des Lynam and John Motson; and nearly 3,000 authentic international players. All of this comes together to produce, as Gray and company would say, "A great bit of play!"



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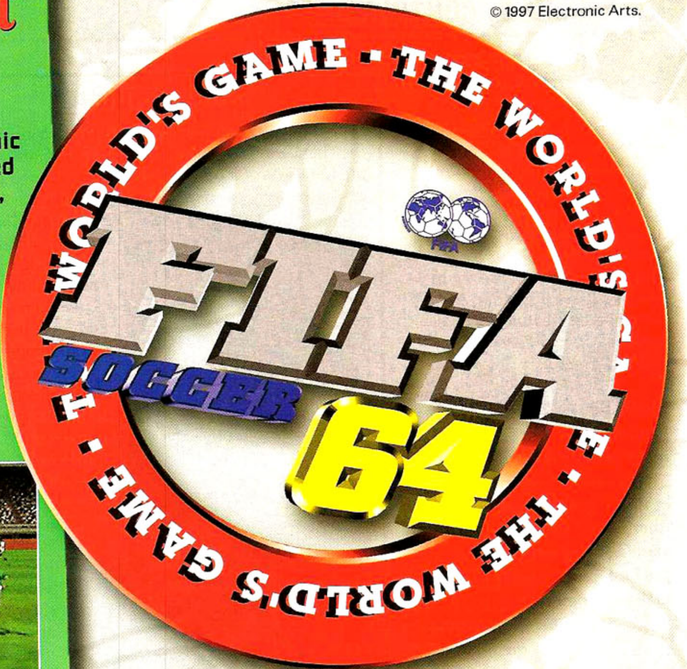
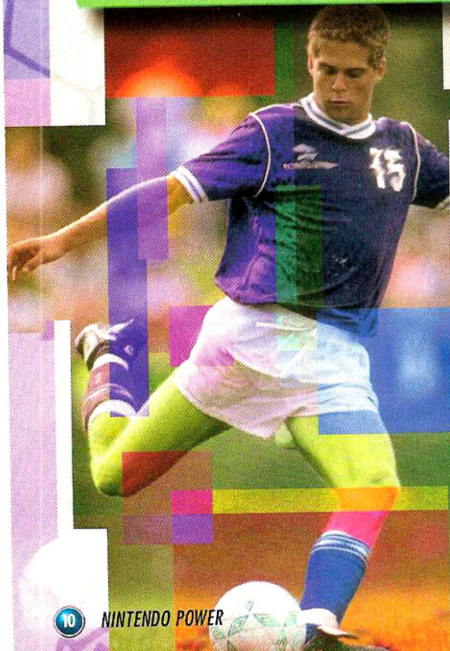
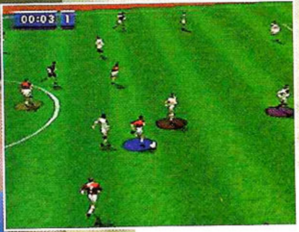
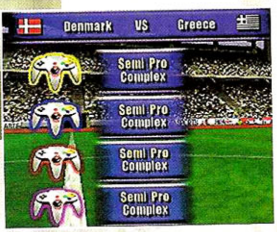

THE WORLD'S GAME • THE WORLD'S GAME • THE WORLD'S GAME •
FIFA
SOCCER
64

Four-Way Challenge

With its multiple difficulty levels, play modes, camera angles and controller configurations, FIFA Soccer 64 can be as simple or as complex as you wish. Up to four gamers can take to the field, or "pitch," as it's often called in soccer circles, and play with or against each other in any combination: two-versus-two, one-versus-three and even four-versus-the computer. We've combined our real-life and virtual soccer expertise to come up with some of the best offensive and defensive strategies to use with this game. These strategies work in the one-player and the multi-player modes, but keep in mind that you'll need to coordinate very closely with your computerized and/or human teammates to pull them off.






Denmark VS Greece
Semi Pro Complex
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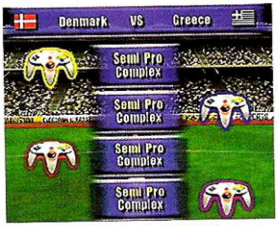
Denmark VS Greece
Semi Pro Complex
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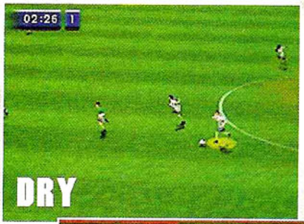
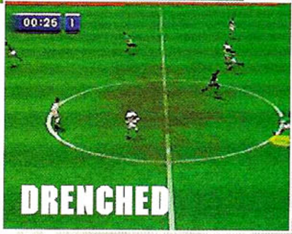
Fine FIFA Features

We'll start by first giving you a few general tips on how to approach this game as well as the lowdown on some of the game's key features. These features can greatly affect the game control, so you may want to tweak them to your liking or at least keep them in mind during your pre-game strategy sessions. If you're having trouble scoring but can't quite put your finger on any specific cause, these tips might help you out.

Fair and Foul

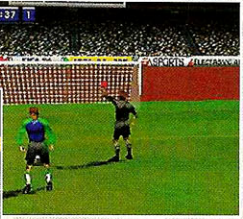
As in real life, bad weather can really put a damper on your performance if you're not prepared. The ball bounces higher, travels faster and goes farther when the field is dry than when it's wet. If it's pouring on game day, expect parts of the field to become a bog by halftime. You won't get as much loft on your kicks and the ball will roll slowly. The best thing to do is play a few practice sessions in the rain and modify your tactics accordingly.

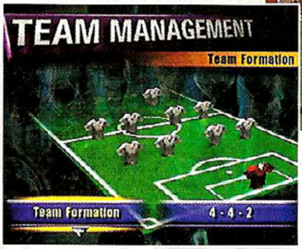




Yellow Card, Red Card

There are few fouls in soccer, but the penalty for committing one can be severe. Attempting to tackle (steal the ball) from beside or behind a player, for example, will net you either a Yellow or a Red Card, depending on how blatantly unsporting you were. For a Red Card, the offending player will be ejected, and you won't be able to replace him for the rest of the match.

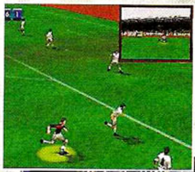


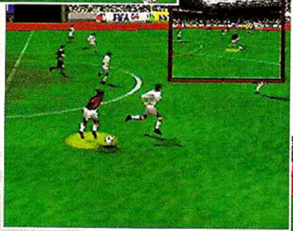


If you lose a team member and his position, you'll probably need to adjust your strategy. If necessary, use the Team Management option to shuffle your remaining players to make up for the lost position.

The PIP Advantage

The Picture-in-Picture, or PIP, option allows you to display a second view of the field or a radar screen in the upper right corner. The radar screen is especially helpful, allowing you to see the whole field and the positions of the players and the ball, which is color-coded for your convenience, at a glance.





On the radar screen, human-controlled players are marked by yellow triangles, while computer-controlled players are marked by green and blue circles.

Virtual Soccer Videography

Soccer games have often served as showcases for new technology and innovative game play, and FIFA Soccer 64 is no exception. For a look at a few classic NES, Super NES and Game Boy soccer games gone by and an exciting peek at Konami's upcoming International Superstar Soccer 64, check out a few video soccer classics beginning on page 18!

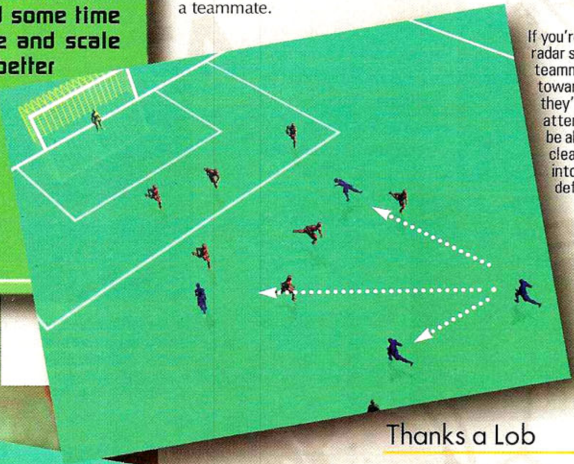
USA 00 TIME 14:45 00 CD

"That's a Fair Challenge"

Offense in soccer is all about coordination and cooperation. There are, of course, many star players in the sport, but hogging the ball isn't as successful here as in, say, the average video basketball game. When you first start out, spend some time getting to know the size and scale of the field, so you can better gauge your passes, and work on simply handling the ball and keeping it away from opposing players.

The Short and Long of It

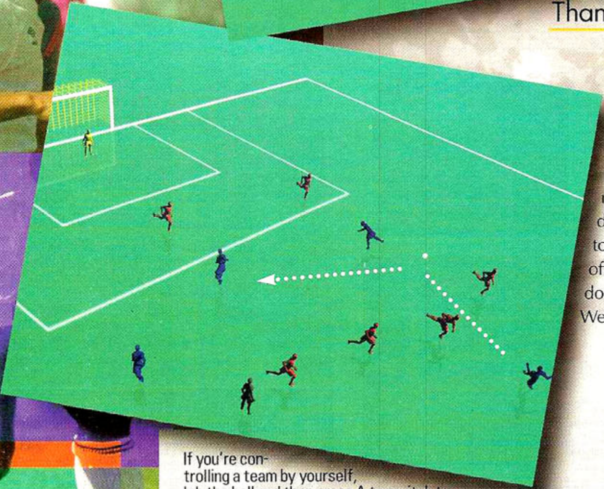
For the purposes of this review, we're defining short passes as passes to players who are on screen, while long passes are to players who are out of view. In most instances, we recommend using short passes to move the ball down the field. Even with the radar on, it's difficult to gauge potential interference from off-screen defenders, and there's a good chance that a long pass will be picked off before it reaches a teammate.



If you're all alone, use the radar screen to pinpoint teammates and then move toward them. Wait until they're in sight before you attempt a pass. You'll then be able to see who is in the clear and who might run into interference from defenders.

Thanks a Lob

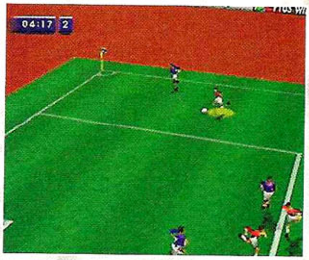
Lobbing the ball through the air is riskier than making a ground pass, but it works well when you're coordinating with another human-controlled player. If one of your midfielders is being surrounded or charged by a line of defenders, lob the ball over their heads towards one of your forwards (the offensive players on the front line). Just don't get caught offsides by the referee. We'll have more on that later.

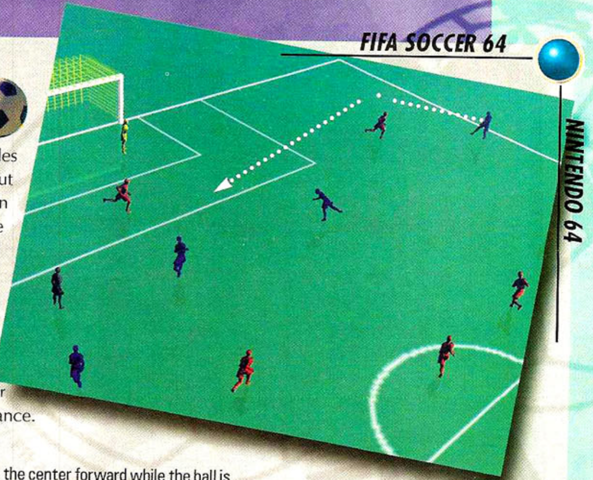


If you're controlling a team by yourself, lob the ball and then press A to switch to the player closest to the ball's landing spot. If you're close enough, you'll trap (stop) the ball. If you have to, pass the ball again for a better shot at the goal.

On a Wing and a Prayer

Midfielders or forwards who are positioned on the sides of the field are often called "wings." One common but effective attack strategy is to have a wing drive down the edge of the field where there is usually less resistance. The wing then passes the ball to a center forward for a shot. If you're lucky, the wing will draw some of the defenders away from the middle and give your center forward a better chance.

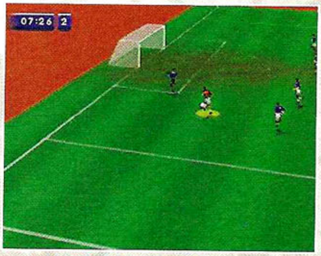


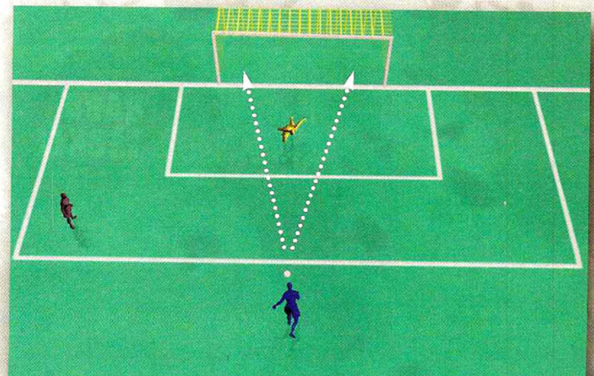


Switch from the wing to the center forward while the ball is still in the air. If you're close to the goal, try to "head" the ball (bounce it off your head) into it. If you trap the ball, you risk having it stolen or grabbed by the goalkeeper.

Keeper Keep-Away

To take a shot, press and release the B Button. The longer you hold B, the harder you'll kick. As you hold B, you'll slow down and lose your ability to steer your body, so set up and strike as quickly as you can. Once you're inside the 18-yard box around the goal, the keeper will often charge out at you. The closer he gets, the better the chance he has of intercepting even a hard, fast strike.

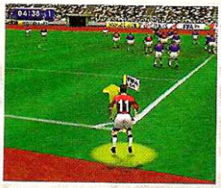


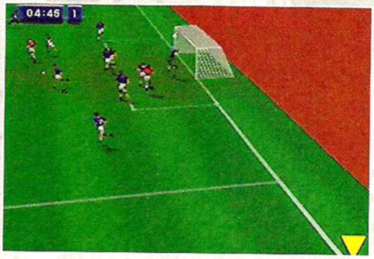


You'll have a good chance to score if you strike from the middle and just inside the penalty box. The keeper will still be far away, and you'll have plenty of room to shoot to either side. It will also be hard for him to intercept any wide-angle shots to the corners of the goal.

Cutthroat Corners

Corner kicks can be a bonanza for you, especially if you have four human-controlled players on your team. Try to crowd all of your players right in front of the goal and then lob the ball right at or just ahead of them. If you're lucky, you'll be able to head the ball into the goal before the keeper or defenders can react. If the ball lands in the middle of the mob, the best you can do is jump in and try to kick it before a defender clears it out.





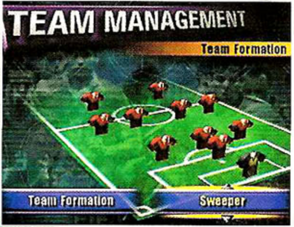
Here's a pretty sneaky maneuver: aim the ball toward the corner of the penalty box and kick it with all your might, but put lots of spin on it to curve it back toward the goal. This move might throw the defenders off, and the ball sometimes curves all the way around and into the net!

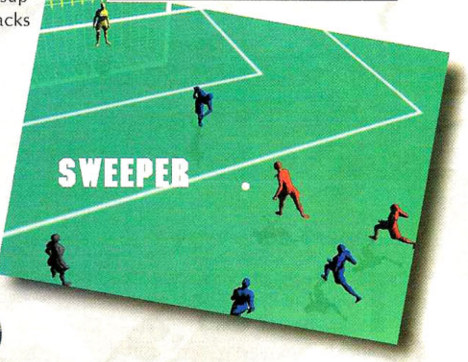
"He's Won the Tackle Again"

Many novices focus on driving the ball down the field and trying to grab all the glory, but the seasoned players know that defense is half the game—sometimes the crucial half. Once again, whether you opt for a man-to-man defense, with a defender always covering a specific attacker, or a zone defense with a defender patrolling a given area, coordination is the key. Having more human-controlled players on a side is more difficult to coordinate, but it does give you more options.

Sweep Up the Mess

The Team Management option lets you change your player formation at any time to suit any offensive or defensive strategy. One of the best defensive formations in this game places a special player, known as the sweeper, in front of the goal. His primary job is to support both the fullbacks and the goalie.

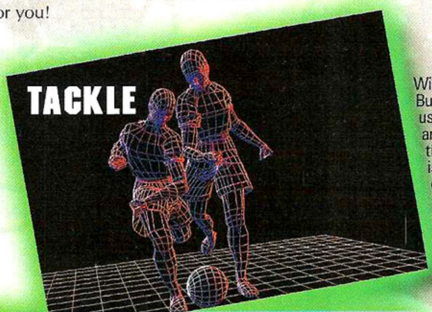




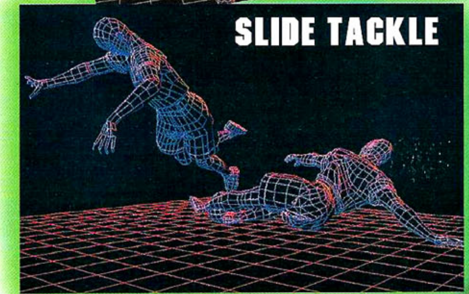
While the fullbacks never venture too far from the goal, they do move up and down the field a bit. The sweeper tends to stay near the goal to take down any attackers who break through the line.

Tackles and Take Downs

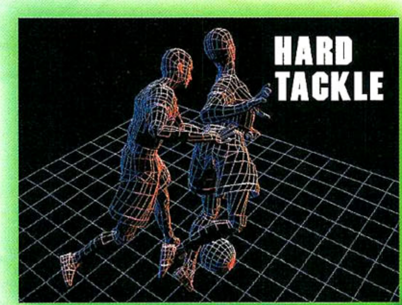
Tackling is the basis of soccer defense, but it's not always easy to pull off, especially if the attacker is a skillful dribbler. Stick close to your opponent, use the speed-up ability and never try to tackle from behind. If the ref sees you doing that, it will be a guaranteed Red Card and an early trip to the showers for you!



With a tap of the B Button, your player will use his feet and body in an attempt to steal the ball. If an opponent is not on guard, you can also swoop in at an angle and pick up the ball on the run.



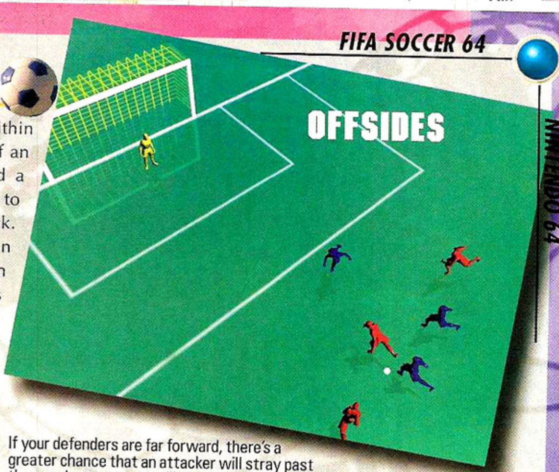
There's a split-second delay from the time you press the top C Button to the time your player actually performs the move, so plan ahead. An unnecessary slide tackle will result in a foul call.



A hard tackle is just what its name implies, and it will always result in a Red Card and an ejection. It can be useful, however, as a last-ditch effort to break up a dangerous attack or use up time on the clock.

Intentional Offsides

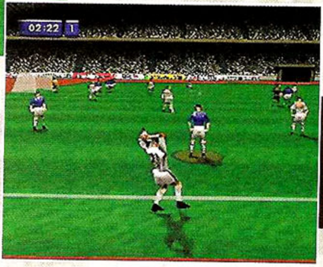
In reality, the offsides rule is rather complicated, but within this game, this is the situation you must watch out for: if an attacker is between the keeper and his defenders, and a teammate on the other side of the defenders passes the ball to him, the ref will call offsides and award the keeper a goal kick. It is difficult to do in this game, but you can try to create an intentional offsides. Selecting the All-Out Offense strategy on the Team Management screen will make your defenders move far forward, increasing the chances for an offsides call.



If your defenders are far forward, there's a greater chance that an attacker will stray past them and a teammate will mistakenly try to pass to him. Remember that if an attacker slips by your defenders with the ball in his possession, that is not an offsides situation.

Clear it Out

Here's a worst-case scenario for you: you have the ball deep in your own territory, no one is open for a pass and the opposing team's star forward is cutting through your defenders like a wet sneeze through a tissue. The best thing to do is to clear the ball out. A lob can be controlled somewhat, but clearing the ball sends it sailing willy-nilly down the field. An opponent will probably trap the ball or head it back at you, but you'll have a few seconds to reorganize.



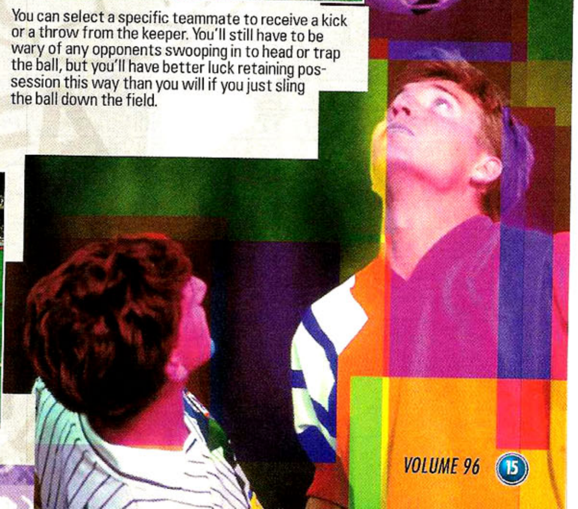
Another good tactic to use when you're really pressed is to whack the ball out of bounds. Your opponent will have a throw-in or a corner kick, but once again, you'll have a chance to reorganize your players and strategy.

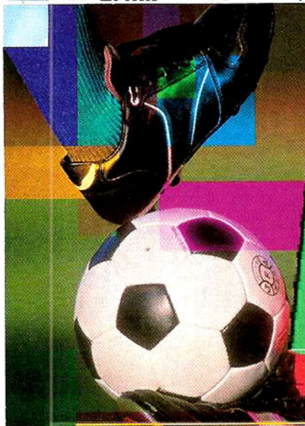
He's a Keeper

Even though the keeper is computer-controlled for the most part, you do have some control over his kicks and throws. If you're using "fast break" offensive tactics, kick the ball as soon as you can, before the opposing defenders have a chance to get back down the field. If you need time to set up your offense or if you're just trying to eat up the time on the clock, wait until your players are all in position before you put the ball back into play.

01:39 1
01:31 1

You can select a specific teammate to receive a kick or a throw from the keeper. You'll still have to be wary of any opponents swooping in to head or trap the ball, but you'll have better luck retaining possession this way than you will if you just sling the ball down the field.





1996 FIFA Statistics

FIFA Soccer 64 is based on real soccer teams and their actual 1996 rosters and league standings, which we've listed here. We've also listed each team's standout player (at least in terms of this game) and his default position.

FRIENDLY
Team Select
FIFA
International
France
Germany
Auxerre

- FW FORWARD
- MF MIDFIELDER
- DF DEFENDER
- GK GOAL KEEPER
- SW SWEEPER

International

TEAM	RANK	KEY PLAYER/POSITION
BRAZIL	1	L. RONALDO/FW
GERMANY	2	M. SAMMER/DF
FRANCE	3	Y. DJORKAEFF/FW
COLOMBIA	4	F. ASPRILLA/FW
CZECH REP.	5	K. KOUBA/GK
DENMARK	6	P. SCHMEICHEL/GK
RUSSIA	7	S. KIRIAKOV/FW
SPAIN	8	F. HIERRO/MF
NETHERLANDS	9	D. BERGKAMP/FW
ITALY	10	P. MALDINI/DF
MEXICO	11	L. GARCIA/FW
ENGLAND	12	A. SHEARER/FW
PORTUGAL	13	P. SOUSA/MF
NORWAY	14	K. REKDAL/MF
BULGARIA	15	H. STOICHKOV/FW
ROMANIA	16	G. HAGI/MF
SWEDEN	17	M. DAHLIN/FW
U.S.A.	18	P. BRUCE/FW
SOUTH AFRICA	19	D. KHUMALO/MF
ZAMBIA	20	I. LITANA/DF
JAPAN	21	Y. KAWAGUCHI/GK
ARGENTINA	22	C. CANIGGIA/FW
TUNISIA	23	S. FEKIH/MF
CROATIA	24	Z. BOBAN/FW
GHANA	25	T. YEBOAH/FW
CHILE	26	I. ZAMORANO/FW
MOROCCO	27	M. CHAOUCH/FW
EGYPT	28	H. RAMZY/DF
SCOTLAND	29	J. COLLINS/MF
TURKEY	30	H. SUKUR/FW
AUSTRIA	31	T. POLSTER/FW
GREECE	32	G. DONIS/FW
R. IRELAND	33	T. CASCARINO/FW
S. ARABIA	34	K. MOUSAID/MF
BOLIVIA	35	M. ETCHEVERRY/MF
CANADA	36	A. BUNBURY/FW
TRINIDAD & TOBAGO	37	D. YORKE/FW
BELGIUM	38	M. PREUD'HOMME/GK
URUGUAY	39	D. FONSECA/FW
S. KOREA	40	C. IN-YOUNG/GK
SWITZERLAND	41	S. CHAPUISAT/FW
LITHUANIA	42	V. IVANAUSKAS/FW
ALGERIA	43	A. TASFAOUT/MF
AUSTRALIA	44	M. BOSNICH/GK
IVORY COAST	45	J. KONATE/GK
ISRAEL	46	H. REVIVO/MF
POLAND	47	K. WARZYCHA/FW
PERU	48	R. CARTY/FW
CAMEROON	49	J. SONGO'O/GK
UKRAINE	50	A. MIKHAILITCHENKO/MF
ICELAND	51	T. GUDJONASSON/FW
NIGERIA	52	D. AMOKACHI/FW
N. IRELAND	53	K. GILLESPIE/MF
COSTA RICA	54	M. BARRENTES/GK
HUNGARY	55	G. MESZOLY/DF
CHINA	56	O. CHULIANG/GK
SLOVENIA	57	D. NOVAK/DF
FINLAND	58	J. LITMANEN/FW
WALES	59	R. GIGGS/MF
SINGAPORE	60	D. LEE/GK
MALAYSIA	61	R.SUPARMAN/FW
NEW ZEALAND	62	J. BATTY/GK
LUXEMBOURG	63	P. KOCH/GK
HONG KONG	64	J. LEE/MF

England

TEAM	RANK	KEY PLAYER/POSITION
BLACKBURN	1	T. FLOWERS/GK
MANCHESTER U	2	P. SCHMEICHEL/GK
NOTTINGHAM FOR.	3	S. PEARCE/DF
LIVERPOOL	4	R. FOWLER/FW
LEEDS	5	T. YEBOAH/FW
NEWCASTLE	6	A. SHEARER/FW
TOTTENHAM	7	T. SHERINGHAM/FW
DERBY C	8	I. STIMAC/SW
WIMBLEDON	9	V. JONES/MF
MIDDLESBOROUGH	10	O. JUNINHO/MF
CHELSEA	11	G. VIALLI/FW
ARSENAL	12	I. WRIGHT/FW
SHEFFIELD W	13	R. BLINKER/MF
WEST HAM U	14	I. DUMITRESCU/MF
EVERTON	15	A. KANCHELSKIS/MF
COVENTRY	16	M. ISAIAS/MF
SUNDERLAND	17	L. PEREZ/GK
ASTON V	18	U. EHIOGU/DF
SOTON	19	M. LE TISSIER/MF
LEICESTER C	20	E. HESKEY/FW

France

TEAM	RANK	KEY PLAYER/POSITION
PARIS S.G.	1	B. LAMA/GK
AUXERRE	2	L. LASLANDES/FW
F.C. METZ	3	R. PIRES/MF
MONACO	4	E. SCIFO/MF
R.C. LENS	5	V. SMICER/FW
MONTPLLR	6	R. KOSECKI/MF
GUINGAMP	7	C. WREH/FW
RENNES	8	K. REKDAL/MF
NANTES	9	J. N'DORAM/MF
BASTIA	10	M. FAYE/MF
STRASBOURG	11	J. SUCHOPAREK/DF
NICE	12	M. CHAOUCH/FW
LYON	13	F. MAURICE/FW
BORDEAUX	14	J. PAPIN/FW
LE HAVRE	15	T. WIESZCZYCKI/MF
LILLE	16	A. SIMBA/FW
CANNES	17	K. HODOUTO/DF
CAEN	18	A. BANCAREL/FW
MARSEILLE	19	A. KOPKE/GK
NANCY	20	W. ORUMA/MF

Germany

TEAM	RANK	KEY PLAYER/POSITION
B. MUNICH	1	J. KLINSMANN/FW
FC KOLN	2	T. POLSTER/FW
HAMBURG	3	S. HENCHOZ/SW
W. BREMEN	4	A. HERZOG/MF
STUTTGART	5	F. BOBIC/MF
DORTMUND	6	M. SAMMER/DF
SCHALKE	7	M. MAX/FW
BOCHUM	8	G. DONKOV/FW
DUISBURG	9	M. BICANIC/MF
DUSSELDORF	10	D. NIELSEN/FW
KARLSRUHE	11	S. DUNDEE/FW
LEVERKUSEN	12	C. WORNS/DF
1860 MUNICH	13	B. WINKLER/FW
BIELEFIELD	14	S. SILOOY/DF
ST. PAULI	15	T. PEDERSEN/DF
FREIBURG	16	A. SUTTER/MF
HANSA ROST	17	S. BEINLICH/MF
M'GLADBACH	18	K. PFLIPSEN/MF

Italy

TEAM	RANK	KEY PLAYER/POSITION
PARMA	1	H. CRESPO/FW
VICENZA	2	M. OTERO/FW
BOLOGNA	3	K. ANDERSSON/MF
FIORINTINA	4	G. BATISTUTA/FW
NAPOLI	5	R. CAIO/FW
SAMPDORIA	6	C. KAREMBEU/MF
VERONA	7	A. PAGANIN/DF
PIACENZA	8	G. PIN/MF
INTER MILAN	9	Y. DJORKAEFF/FW
PERUGIA	10	A. KOCIC/GK
UDINESSE	11	O. BIERHOFF/FW
ATALANTA	12	D. FORTUNATO/MF
AC MILAN	13	G. WEAH/FW
JUVENTUS	14	A. DEL PIERO/MF
ROMA	15	M. DAHLIN/FW
CAGLIARI	16	C. LONSTRUP/MF
LAZIO	17	I. PROTTI/FW
REGGIANA	18	A. VALENCIA/FW

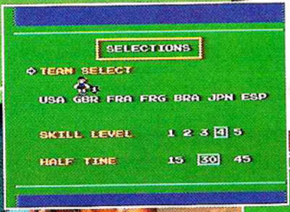
Virtual Soccer Classics

What baseball and football are to America, soccer is to the rest of the world, but "the World's Game" has only recently gained widespread popularity among U.S. sports fans. Nevertheless, several soccer video games have done quite well here, largely because of their innovative game play and that undefinable quality known as "fun factor." Here are a few highlights from classics past!

NES 1987&1990

1987 Soccer

This is the granddaddy of NES soccer games, the one that started the ball rolling. Released by Nintendo in March, 1987, Soccer featured one- and two-player side-scrolling action, seven international teams, five difficulty levels and even a half-time show! Running, passing and shooting were about all you could do, but sports fans were hooked on the smooth animation and play control. What's most surprising about Soccer is not that it was a hit, but that it actually came along before most of the classic NES football games, predating Tecmo Bowl by nearly two full years. Only Nintendo's 10-Yard Field, released in October, 1985, came earlier!



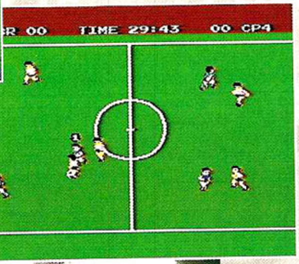
SELECTIONS

TEAM SELECT

USA GBR FRA FRG BRA JPN ESP

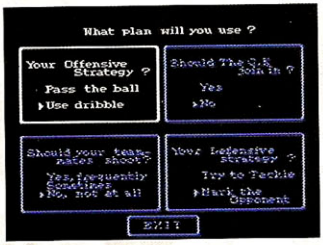
SKILL LEVEL 1 2 3 4 5

HALF TIME 15 30 45



1990 World Cup

Nintendo's next strike at the video goal was Nintendo World Cup Soccer, released in December, 1990. It retained the side-scrolling format of its predecessor, but everything else about the game had been upgraded and improved. This new Pak boasted one- to four-player simultaneous play and a choice of six playing fields, including a sandy field, an icy field and even a concrete-covered field. The number of teams had exploded to 13 international squads, and, whereas the teams in Soccer had the exact same abilities, these new teams had different strengths and weaknesses. The U.S. athletes even had individual attributes! Other seminal soccer games of the late '80s and early '90s included Jaleco's Goal! series and Tecmo World Cup Soccer.



What plan will you use ?

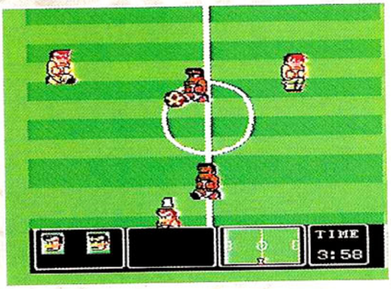
Your Offensive Strategy ?
Pass the ball
Use dribble

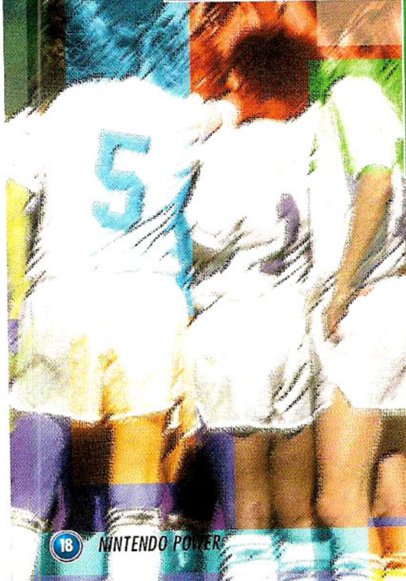
Should The G.K. Join In ?
Yes
No

Should your team-mates shoot?
Yes, frequently
Sometimes
No, not at all

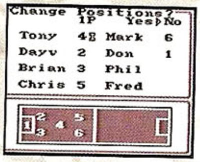
Your Defensive Strategy ?
Try to Tackle
Mark the Opponent

EXIT





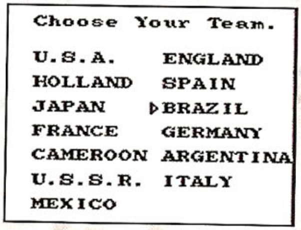
1991 GAMEBOY



Change Positions?
1P Yes▶No

Tony	4	Mark	6
Dayv	2	Don	1
Brian	3	Phil	
Chris	5	Fred	

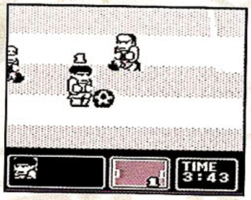
1991 Nintendo World Cup Soccer



Choose Your Team.

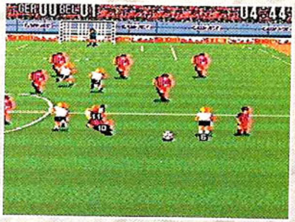
U.S.A. ENGLAND
HOLLAND SPAIN
JAPAN ▶BRAZIL
FRANCE GERMANY
CAMEROON ARGENTINA
U.S.S.R. ITALY
MEXICO

In 1991 it was time to take the video soccer team on a road trip, and what better mode of transportation than the Game Boy. The portable version of Nintendo World Cup Soccer was a very close translation of its NES counterpart, right down to the ability to set a specific game plan for the computer-controlled players to follow. Other features included the ability to tell your computerized teammates when to pass and shoot, and the then-revolutionary Game Link cable allowed two players to go head-to-head on the electronic pitch.



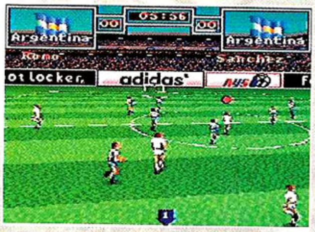
SNES 1992-1995

1992 Super Soccer



Super Soccer gave us literally a different perspective on the game, following the action from front to back, rather than from side to side. Players now had a wider range of moves, including the Shoulder Charge, Slide Tackle and Trap, and the Super NES's Mode 7 scaling and rotation features kept the large, colorful graphics flowing smoothly.

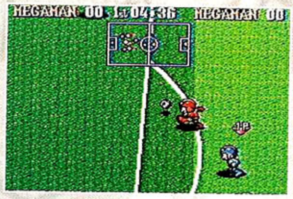
1993 Tony Meola's Sidekick Soccer



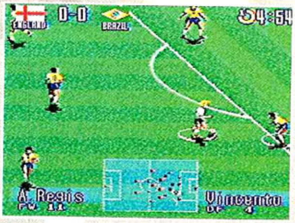
Tony Meola's Sidekick Soccer reached new heights of on-field realism with a rotating view that kept you behind the player with the ball. Created by the same team that developed NCAA Basketball, Sidekick Soccer gave you a sense of the size and scale of a real soccer field; in fact, novice players routinely got lost out there!

1994 Mega Man Soccer

Video soccer fans were serious about their fun, but they didn't have to be serious to have fun, as Capcom proved with Mega Man Soccer. This whimsical one- or two-player Pak featured the Blue Bomber, Dr. Wily and 18 of his robotic buddies in four modes of play. While its play control wasn't up to Capcom's usual impeccable standards, this game did sport a handy central radar display.



1995 International Superstar Soccer Deluxe



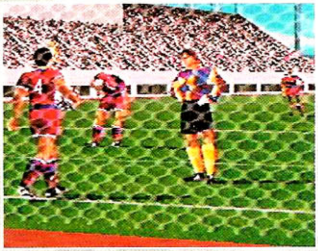
The emphasis in Konami's ISS Deluxe was on ball handling, and the huge number of control options elevated this game to the level of a sim. Crystal clear graphics, rich sound and realistic animation just added to the you-are-there feel. It may have been the swan song for Super NES soccer titles, but ISS Deluxe was a beautiful note to go out on!

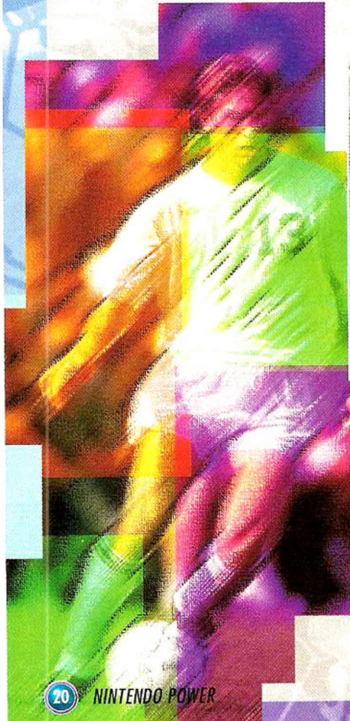
Luckily for us, the Konami soccer dynasty did not die out with ISS Deluxe. The reigning king of 16-bit soccer games has, in turn, begat a 64-bit heir that threatens to raise the bar, not just for video soccer games, but all video games, period. 1997 promises to be a championship year for Konami's International Superstar Soccer 64!

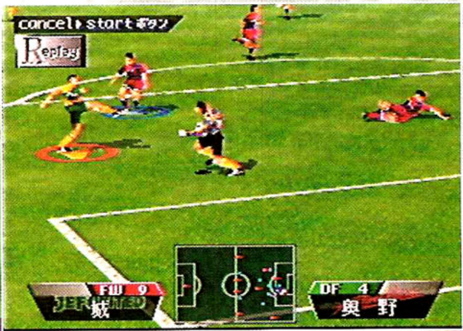
FUTURE N64

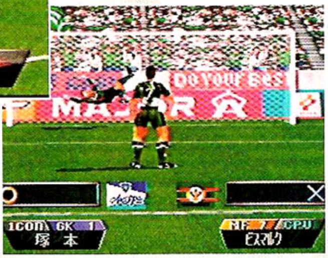
1997 International Superstar Soccer 64

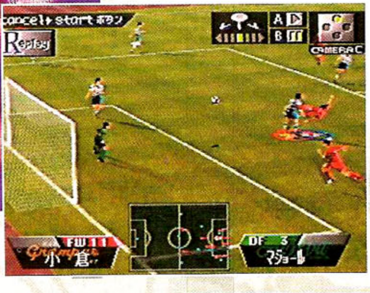
The camera swoops high over the stadium, taking in the bright sky above and the perfect field below. With the capacity crowd roaring in anticipation, the commentator announces the day's matchup, while the team captains meet on the pitch for the coin toss. Is this a live soccer game being televised via satellite? No, this is the future of video games, and it has "blockbuster" written all over it! As we reported last issue, Konami is planning to produce International Superstar Soccer 64 for the North American market. This game will be a translation of J. League Perfect Striker, a title that is already generating headlines (and lines of fans) across Japan. An English-language prototype of ISS 64 wasn't ready as we went to press, but we did obtain a production version of Perfect Striker, and "revolutionary" would not be too strong a description. We've seen most of Perfect Striker's features and options in past games, but we've rarely seen so many in one title and rarely seen them executed so well. Graphics? Crisp and highly detailed, with no skimping on the frames of animation. The large players move fluidly and the transitions are seamless. Moves and play control? Dribble, trap, head, back pass, bicycle kick—it's all there. Players react instantly to your



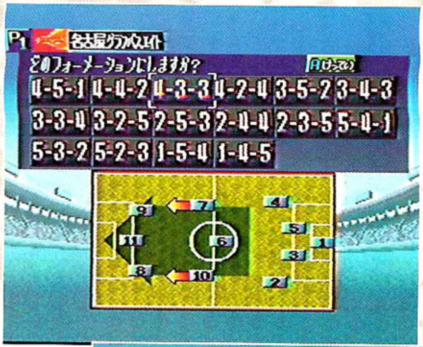








The camera pans smoothly around the action, looking for all the world like a TV broadcast. The camera always moves to keep the ball near the center of the screen, but it never feels "jerky." From the play control to the animation to the play-by-play, everything about Perfect Striker screams excitement, realism and fun!

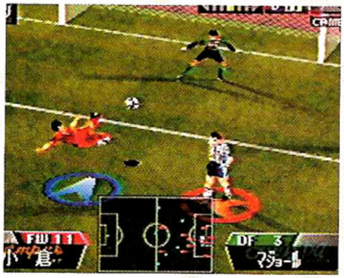


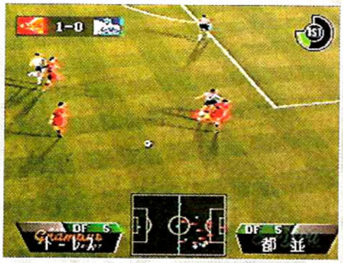
P1 名古屋グランパスエイト

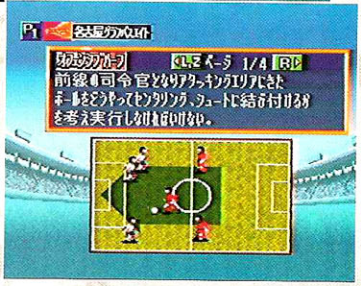
どのフォーメーションにしますか?

Aけってい

4-5-1 4-4-2 4-3-3 4-2-4 3-5-2 3-4-3
3-3-4 3-2-5 2-5-3 2-4-4 2-3-5 5-4-1
5-3-2 5-2-3 1-5-4 1-4-5





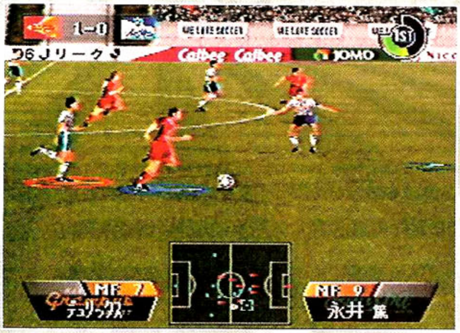


P1 名古屋グランパスエイト

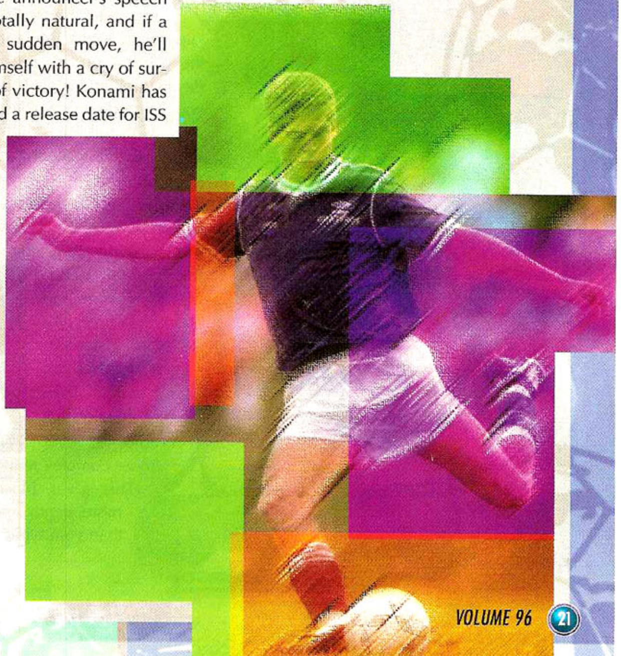
オフェンシブハーフ L,Z ページ 1/4 R

前線の司令官となりアタッキングエリアにきたボールをどうやってセンタリング、シュートに結び付けるかを考え実行しなければいけない。

commands, which are laid out logically across the N64 Controller. And what about play modes and options? Not to worry. There are 16 teams, each with a full roster of first and second string players; six play modes, including Single Game, League, Tournament, Shoot-Out, Scenario and Practice; 16 stadiums; 16 field formations; different weather conditions; and so much more! Perhaps the most impressive and entertaining feature of all, though, is the nearly constant running commentary that sounds as if it were plucked out of a professional broadcast. The announcer's speech patterns sound totally natural, and if a player makes a sudden move, he'll even interrupt himself with a cry of surprise or a shout of victory! Konami has not yet announced a release date for ISS 64, so we'll just have to be patient. In the meantime, we can be happy knowing that, if this is the future of video games, we have plenty to look forward to.

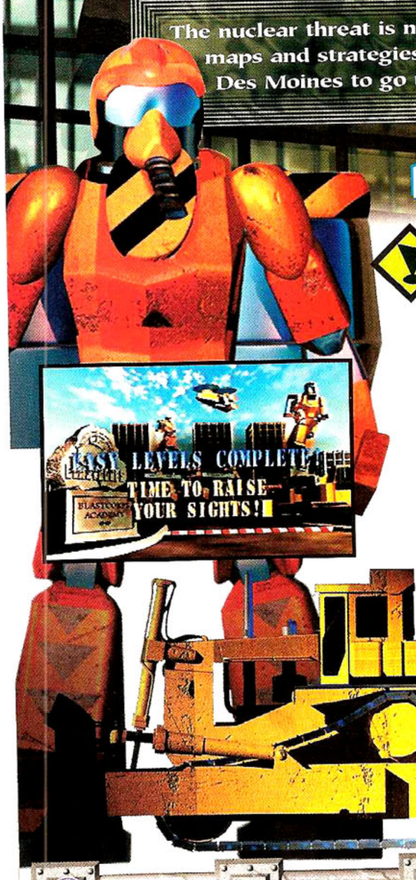


There's enough variety in the announcer's sound palette to keep things from becoming boring or annoying, and he uses a good mix of general and specific comments. We couldn't understand everything he said, but there was no mistaking his ecstatic cries of, "Goal! Goal! GOOOOOOAL!"



BLAST CORPS™

The nuclear threat is not over yet. We continue our Blast Corps coverage with maps and strategies for the Medium Level stages. Unless you want downtown Des Moines to go up in a mushroom cloud, you'd better get on the stick!



MORE OF THE CORPS

Let's check this morning's schedule: 9:00 a.m., mission briefing; 10:00 a.m., coffee break; 10:15 a.m., blow up half of Walla Walla in order to save the world—yup, it's just another typical day in the Blast Corps! Last issue, we gave you a rundown of Blast Corps basics along with full maps and detailed strategies for the Easy Level stages. In Part Two of our Blast Corps Blowout, we'll analyze the Medium Level stages and give you tips on how to earn Gold Medals and promotions in the Corps. Rather than just giving you more obstacles to blow up and shortening time limits, the Medium Level focuses on increasingly intricate puzzles that require ever more complex maneuvers to solve. This gives Blast Corps much more depth and replay value than your typical action Pak.

You'll be seeing some familiar vehicles in these stages, but you'll have to use them more creatively as the game progresses.

The nuclear threat is still very much alive. You must clear a path across the world to allow a runaway missile transport to pass safely.

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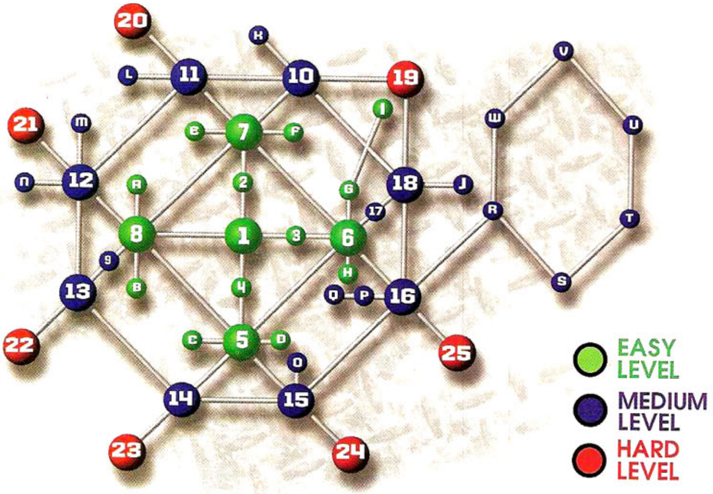
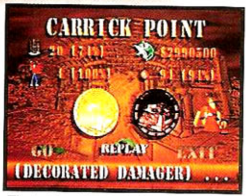
MISSION RECAP

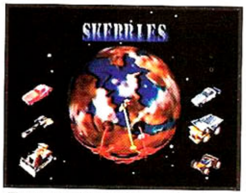
The map below shows the different difficulty levels and the different types of stages (small spheres=Bonus and Training stages, large spheres=main Demolition stages). You must earn Gold Medals in all the stages, including the Bonus stages, to earn the most promotions. Before we dive into the Medium Level, we'll first recap the Easy Level Bonus stages in the chart at the bottom of the page.

SIMIAN ACRES


20
K
11
10
19
V
L
21
M
7
E
F
I
W
U
N
12
A
2
G
18
J
17
R
8
1
3
6
T
9
H
13
B
4
Q
P
16
S
C
5
D
22
O
25
14
15
23
24
EASY LEVEL
MEDIUM LEVEL
HARD LEVEL


CARRICK POINT
GO
REPLAY
EXIT
(DECORATED DAMAGER) ...

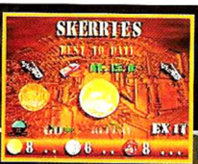
The better the medal you earn, the more Rank you'll receive.

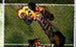
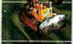
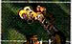
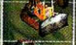
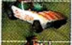
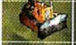
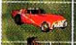
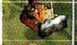
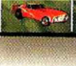


Find and activate Communication Points to open new stages.

GOING FOR THE GOLD

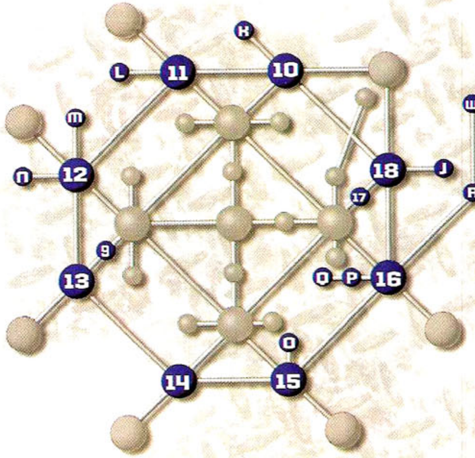
The chart below gives a quick recap of the Easy Level Bonus stages we covered last issue, including the recommended vehicle, Gold Record time and any helpful tips or shortcut information for each stage. To earn Gold Medals in these stages, you must beat the Gold Record times shown.

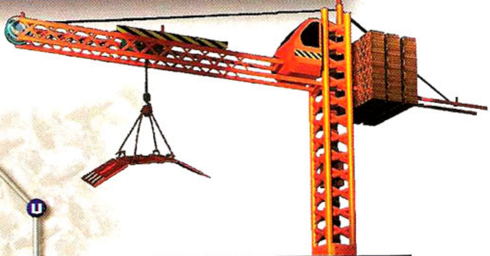

SKERRIES
BEST TO DATE
GO
REPLAY
EXIT
8 .. 6 .. 8 ...

	VEH.	RECORD	TIPS & SHORTCUTS
A		1:50	Look for shortcuts through the hill north of the bridges and between the buildings and the trees to the south.
B		0:50	Destroy all the crates to win the Gold Medal. The Ramdozer will be your best choice for quick destruction.
C		0:40	The Ballista cycle will give you both speed and stability in the tight turns of this short but tricky loop.
D		1:00	Plow through the middle of the TNT crates to scatter them across the table, just like playing the "break" in pool.
E		0:50	Head north into the canal and then go west. Turn south at the end of the fence for a small shortcut.
F		0:20	The gas plants are arranged in a rough semicircle. Go up and to the left, then to the right and so on.
G		0:35	Stay on the right side of the river. You need not cross the Finish Line for a lap to count. Go north to find a CP.
H		0:40	Head off to the left first and follow the line of RDUs around the outer edge of the paved area.
I		2:00	Cut across the grass at the north end. As you head south on the back stretch, hug the hill to find a tunnel.

NEW FRONTIER

Now we'll look at the Medium Level, starting with an overview of the two Training stages, numbers 9 and 17 on the map below. (It seems unusual to start with number 9, but this is a continuation from our review last issue.) Detailed breakdowns of the Demolition (numbers 10-16 and 18) and the Bonus stages (letters J-W) appear on the following pages. These numbers and letters correspond roughly to the order of stages as they appear in the game. The map shows the approximate positions of these stages on the World Map screen.



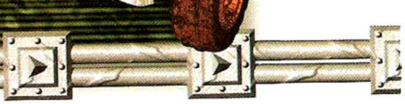


9 THUNDER FIST

You'll have had a chance to use the Thunderfist in the Easy Level, so this stage will be a snap. Just destroy all of the buildings and crates within the time limit. Remember that the Thunderfist needs a couple of steps of clearance in front of it to launch an attack.

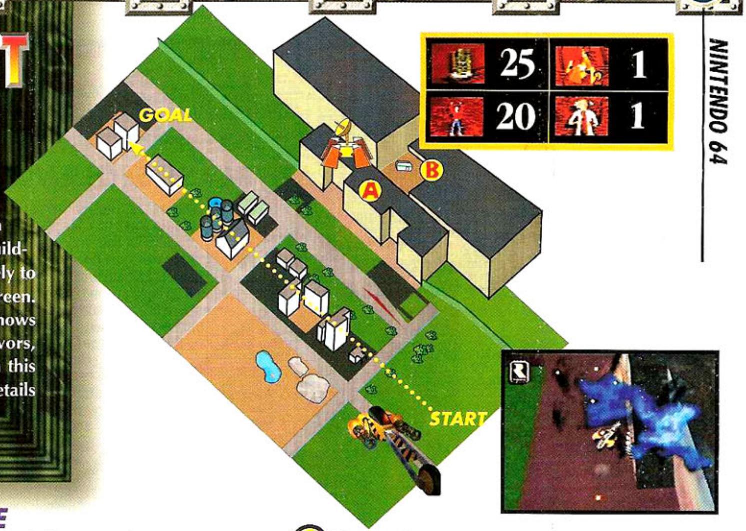
17 SKYFALL

You'll have driven the Skyfall dune buggy before now, but this will be your first official mission behind the wheel. While the Skyfall's turbo boost does help somewhat, the real demolition power comes from running downhill or launching the vehicle off rocks and ramps and crashing into a target.



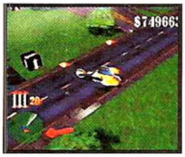
10 TEMPEST CITY

Tempest City offers a straightforward challenge, making it a good lead-in to the Medium Level. You'll find more than enough ammo near the first block of buildings. Keep in mind that you're more likely to register damage if your target is on screen. The chart in the upper right corner shows the number of buildings, survivors, Communication Points and scientists in this stage, while the box below includes details on nearby Bonus stages.

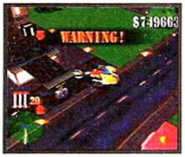


BLAST SEQUENCE

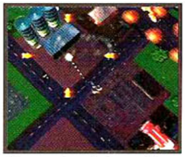
Concentrate on the structures directly in the missile transport's path. The right-hand silo and the buildings on the right side of the block can be left standing. Just maneuvering the Ballista (which has mega-power steering) may be the biggest challenge.



Each ammo box contains ten missiles for the Ballista's launchers. You'll find ammo all along the way.



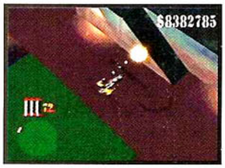
Fire missiles while your front tire is touching the ground or you may shoot over your target.

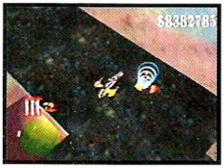


The overhead view will help you with your aim and give you a bead on the transport's progress.

A BLAST THE WALL

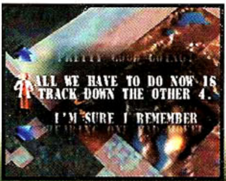
Blast the cliffs on the west side of the stage to reveal a secret ramp leading up the side of the mountain. You'll find a Communication Point atop the ledge. Activate it to open the path to Bonus Stage K. Now go down and to the right to find a scientist in his mountainside retreat.





B THE SCIENTIST IS HERE

You'll find a scientist in a house behind a wall of rock. This is only the second of six tech-heads you must locate. He may have a clue to a colleague's whereabouts.

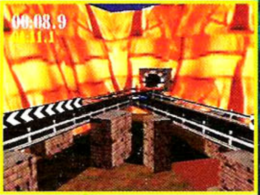


ALL WE HAVE TO DO NOW IS TRACK DOWN THE OTHER 4.

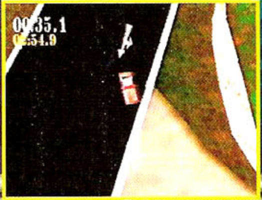
I'M SURE I REMEMBER

J COBALT QUARRY 00:40

One of the hot rods will be your best bet for completing this track in record time. Our only advice is to slow down on the second curve. The sharp angle of the turn will send you skidding into the wall if you're going too fast. This stage is actually located off of Stage 18 on the World Map screen, and it will most likely be open already.



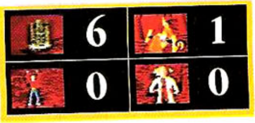
H GLANDER'S RANCH 01:45



There was no urban planning involved in designing this town's streets! The first shortcut appears after the first hairpin and is marked by red lines and patches of dirt by the side of the road. The second shortcut is actually a dirt road marked with an arrow.

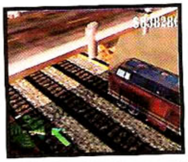
11 BEETON TRACKS

This is where you'll need to start thinking in less linear terms to accomplish the tasks at hand. There are only two major structures to demolish, but if you fail to coordinate your actions exactly, you can kiss the picturesque town of Beeton Tracks goodbye! To find the Communication Point and the balance of the RDUs, search the little hills and valleys to the west of the train tracks.

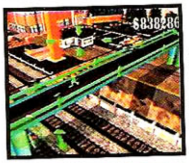


BLAST SEQUENCE

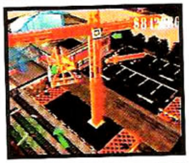
The train station will resist any force short of a TNT blast. Luckily for you, your train has a load of the stuff on a flatbed car. The trick is maneuvering it off the train and up against the target. You must switch back and forth between the train, the crane and the 'dozer to get the job done, and though the missile carrier starts off far away, you still won't have any time for coffee and doughnuts!



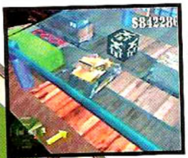
Head to the end of the line. Jump out and walk around the north end of the station to reach the parking lot.



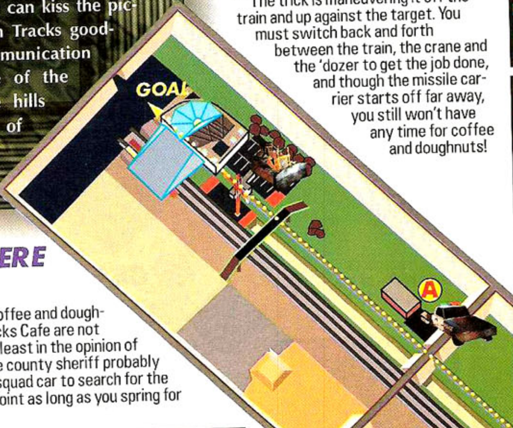
Jump into the Ramdozer and demolish the small building. Maneuver the 'dozer onto the crane's platform.



Use the crane to lift the 'dozer over to the other side of the tracks. Use the walkway to cross the tracks.

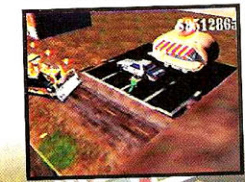


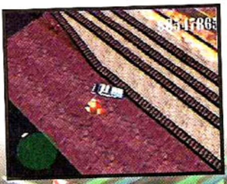
Use the 'dozer to push the TNT against the station. Move the train if the flatbed car is not in position.

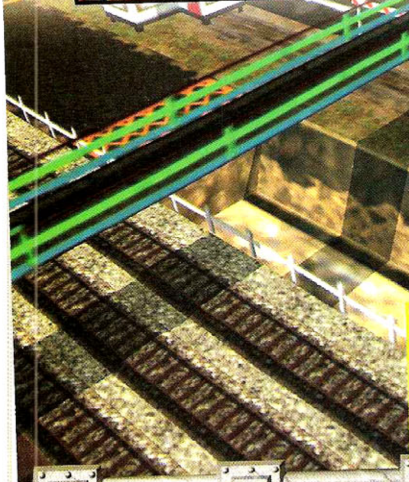


Ⓐ CAR 54, WHERE ARE YOU?

The rumors of terrific coffee and doughnuts in the Beeton Tracks Cafe are not greatly exaggerated, at least in the opinion of local law enforcement. The county sheriff probably won't mind if you borrow his squad car to search for the RDUs and the Communication Point as long as you spring for another round of java!



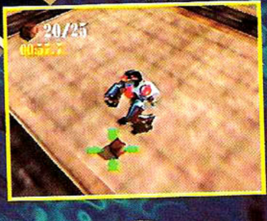




Ⓛ SILVER JUNCTION

01:00

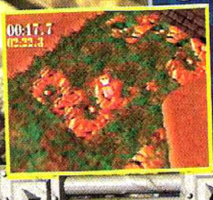
This stage can be confusing at first, but there is a pattern to it. Think of this stage as if it were a tic-tac-toe board, with the Thunderfist starting in the center square. There are crates in all of the squares around you, except for the squares down and to the left and down and to the right.

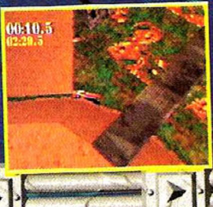


ⓜ MORAINE CHASE

01:40

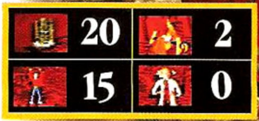
Make a left turn after the third wall (do not count the wall at the Starting Line). Hug the hill on the driver's left until you see a small gap. Follow the thin patch of grass through the gap. Follow the path between the walls and up the hill to get back to the track.





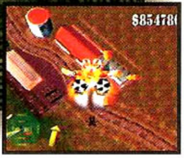
12 ECHO MARCHES

When we finally figured out the achingly simple solution to the Echo Marches puzzle, we slapped our foreheads and screamed, "Duh!" This only goes to show that we were focusing too much on what was directly in the missile carrier's path and not considering what was scattered about the rest of the stage. You'll always get another crack at a stage, so take the time to explore and then try again.

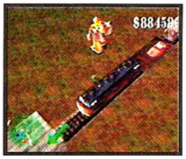


BLAST SEQUENCE

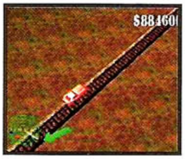
The missile carrier can handle the odd pothole, but it won't be able to get over the train tracks or across the river without a little help from the Corps. The trick will be maneuvering the train and the barge to form bridges across the tracks and the river. Time is short, so check the map and destroy only the buildings or parts of buildings that are right in the carrier's path.



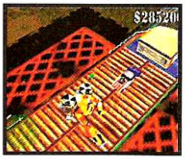
Stomp the buildings on the right side of the road then quickly head northeast over the hill to the train.



Hop on the train and take it all the way to the end of the line, making sure to line up the flatbed car with the ramp.



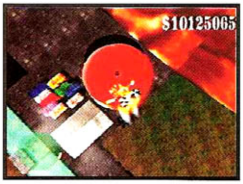
Jump into the hot rod and drive back to the J-Bomb. Head northwest and demolish the buildings in the carrier's path.

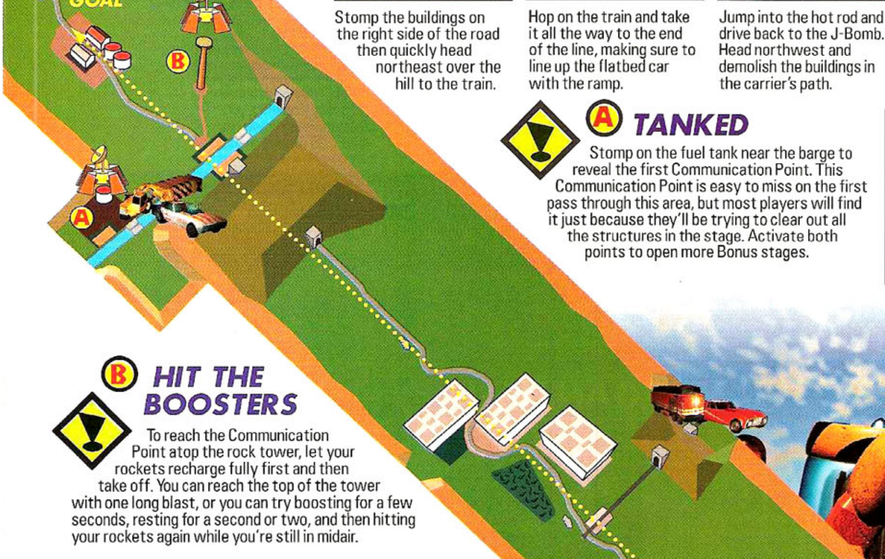


Head northwest and land on the barge. Pilot the barge to the river crossing. Get back in the J-Bomb and finish the stage.

Ⓐ TANKED

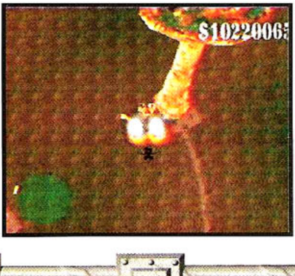
Stomp on the fuel tank near the barge to reveal the first Communication Point. This Communication Point is easy to miss on the first pass through this area, but most players will find it just because they'll be trying to clear out all the structures in the stage. Activate both points to open more Bonus stages.

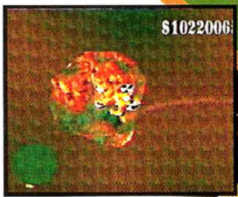




Ⓑ HIT THE BOOSTERS

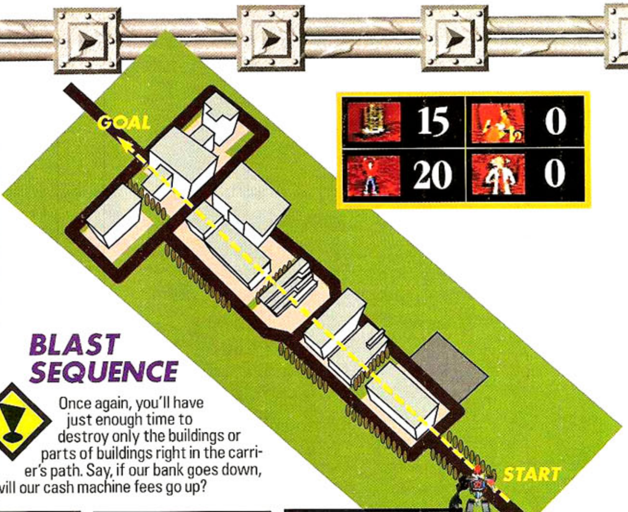
To reach the Communication Point atop the rock tower, let your rockets recharge fully first and then take off. You can reach the top of the tower with one long blast, or you can try boosting for a few seconds, resting for a second or two, and then hitting your rockets again while you're still in midair.





13 CROMLECH COURT

It's back to Blast Corps basics amidst the gleaming towers of Cromlech Court, but though your task is simple, time is short. The missile carrier starts just south of the first row of buildings, so you'll have to move fast to clear a path through the financial district. You'll note that the larger skyscrapers are actually several squares joined together. Try to strike these buildings at the seams to destroy two or more sections at a time.



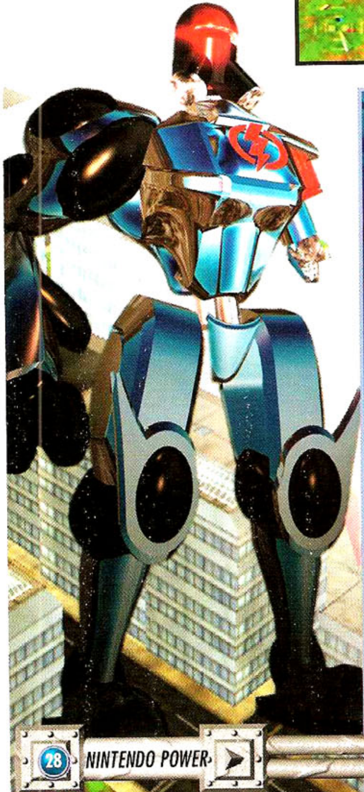
BLAST SEQUENCE

Once again, you'll have just enough time to destroy only the buildings or parts of buildings right in the carrier's path. Say, if our bank goes down, will our cash machine fees go up?

You'll start the stage on a hill to the southwest. Your first target will be in view below you. The carrier will be just to the right of your position.

Weave back and forth through the buildings as if you were running through a slalom course.

Blast Corps environmental policy prevents you from mowing down the trees. Go around them!



ⓝ MICA PARK

00:50

This stage seems more complex than it really is. The buildings are arranged in a semi-circle with the game "camera" in a fixed position at the center of the stage. Set the camera to a wide-angle view. Simply follow the road from the left to the right and you won't miss any buildings.

ⓞ MORGAN HALL

01:25

This stage takes less maneuvering than you might think. Follow the road north and then around the loop, turning just slightly to the left or the right as needed to tap the TNT into place against the buildings. Don't get too caught up with the TNT, though. Use the sideswipe attack when it would be easier or faster.

ⓟ CORVINE BLUFF

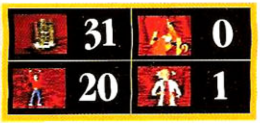
00:55

Cross the river at the start of the race and follow the dirt track up the hill. Go around the loop, staying on the right side of the river. You need not cross back over and cross the Finish Line to advance a lap. To find the Communication Point, drive into the river and go north.

IRONSTONE MINE

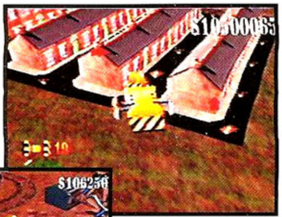
14

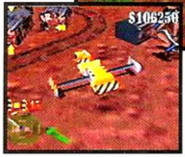
The main thrust of the Ironstone Mine stage is not about solving riddles but about precision demolition, which can be just as challenging. As you would with the other vehicles, engage the Sideswipe's battering rams at the seams between the sections of the buildings for maximum damage. Save the Thunderfist for the latter part of the stage. You won't have time to retrieve it and return to the barracks before the transport reaches them.



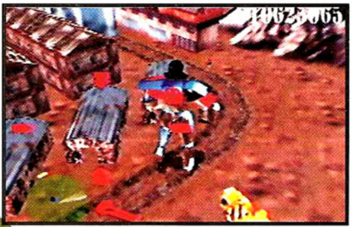
BLAST SEQUENCE

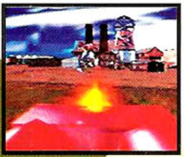
While this stage is straightforward, it can be frustrating nonetheless. Try to keep a constant speed as you drive between the barracks and pulse your rams as you go. You may miss one or two sections, but you should have enough time for a quick clean-up job before you head to the next area. In the second set of barracks, destroy only the left-hand group.



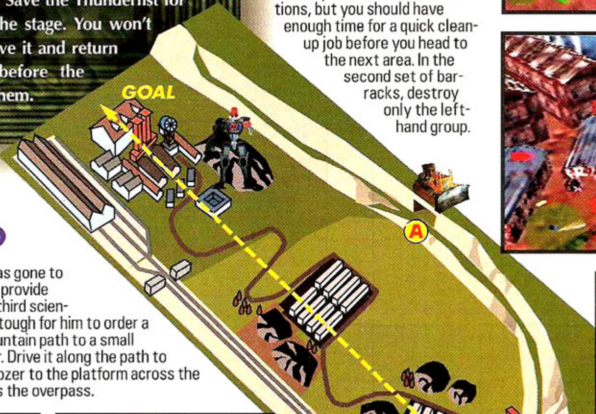


Remember that you get only ten uses of the battering ram per battery pack, so keep an eye on the ammo counter on your screen.



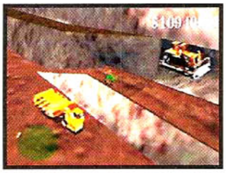


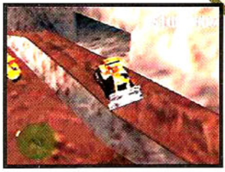
Dump the Sideswipe and climb aboard the Thunderfist to take care of the main complex.



A HIGH ROAD

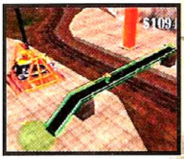
The government has gone to great lengths to provide security for the third scientist, but it must be tough for him to order a pizza! Head up the mountain path to a small alcove and the Ramdozer. Drive it along the path to the crane. Transfer the 'dozer to the platform across the way and then walk across the overpass.

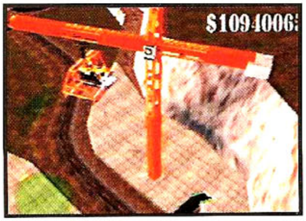


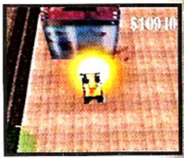


B DOWN UNDER

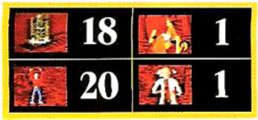
Push the TNT against the concrete block to open the entrance to the maze. Search the tunnels below for the third scientist and quite a few stray RDUs.



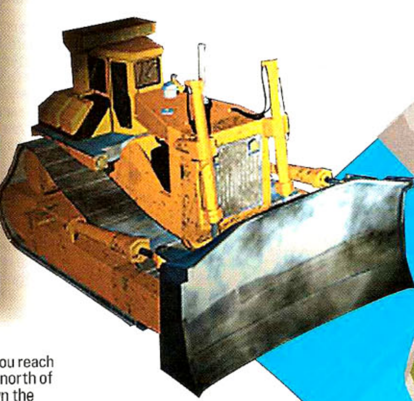


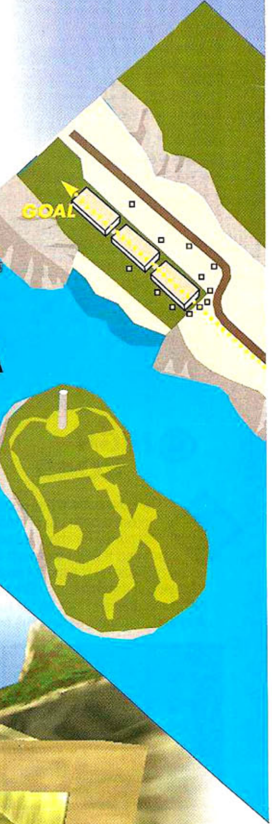


15 EBONY COAST



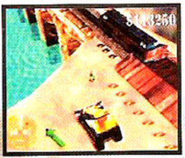
Precision is once again the order of the day in the Ebony Coast crisis. Once you reach the factory, switch to the overhead view to get a better perspective of the job at hand. Most of the TNT is clustered around the southern buildings, so use the map to plan which ones will be used where. While a building can sometimes be brought down with one blast if you hit it on the side, at the seam between sections, it's easier to just use two crates per building.



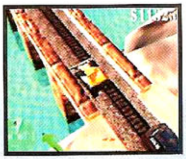


BLAST SEQUENCE

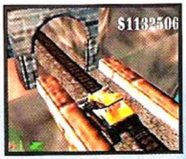
Follow the train tracks and the main road until you reach the factory. With the buildings lined up directly north of you, use the two center TNT crates to bring down the first building. Use the second and third crates on the left to demolish the middle building and the second and third crates on the right to demolish the last building.



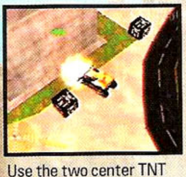
To save time, don't load the Ramdozer onto the train. Move the train backward as far as it will go.



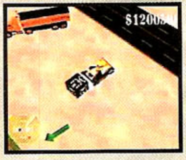
You should have just enough clearance to squeeze ahead of the engine car and onto the tracks.



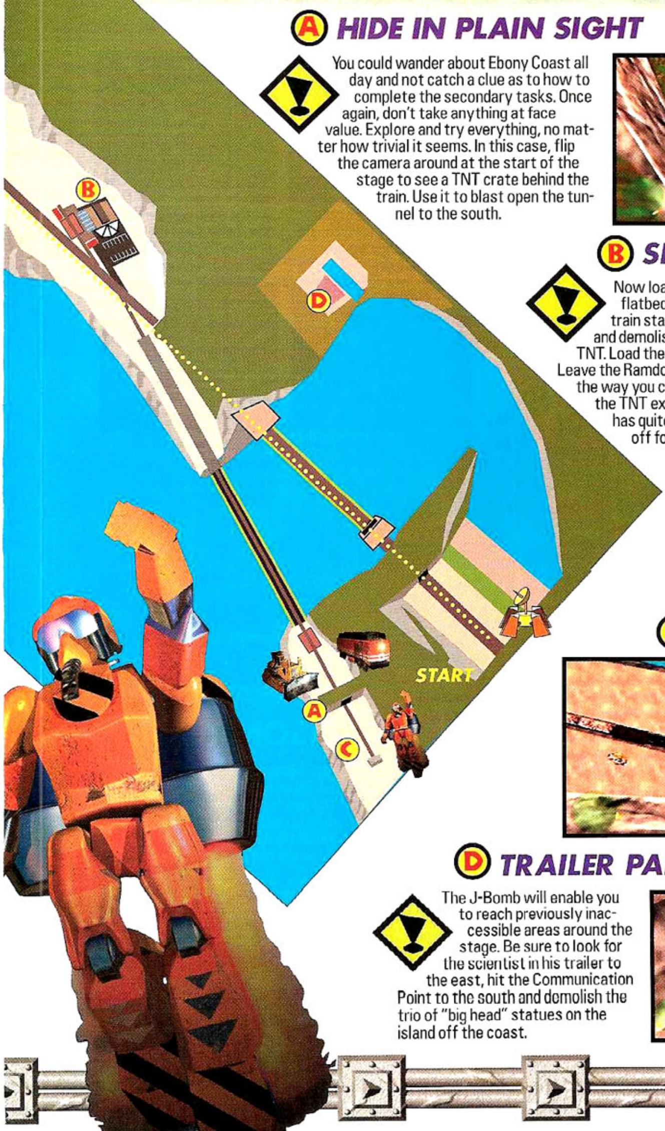
Head through the tunnel and onto the highway. Follow the road until you reach the factory.



Use the two center TNT crates, one after the other, to demolish the first building in line.

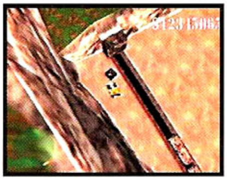


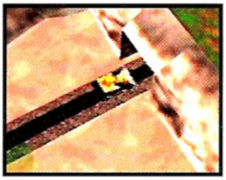
If you're on target, you'll need just six crates for the whole job. Save this one for the last blast.



Ⓐ HIDE IN PLAIN SIGHT

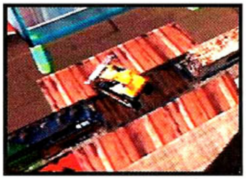
You could wander about Ebony Coast all day and not catch a clue as to how to complete the secondary tasks. Once again, don't take anything at face value. Explore and try everything, no matter how trivial it seems. In this case, flip the camera around at the start of the stage to see a TNT crate behind the train. Use it to blast open the tunnel to the south.

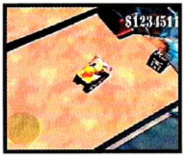


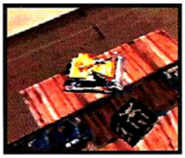


Ⓑ SPECIAL DELIVERY

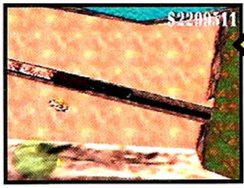
Now load the Ramdozer onto the flatbed car and head toward the train station. Stop at the station and demolish it to reveal a crate of TNT. Load the TNT onto the flatbed car. Leave the Ramdozer behind and head back the way you came. Don't worry about the TNT exploding prematurely. It has quite a long fuse and won't go off for a couple of minutes.







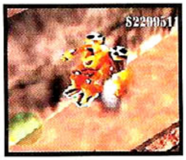
Ⓒ MR.BIG HEAD

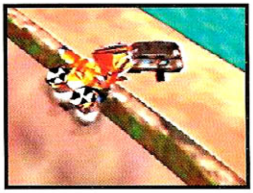


With the train still going in reverse, roll past the starting point and through the tunnel to the south. When you emerge, you'll see a huge statue that looks like a cross between an "Easter Island" head and a circus clown that's gone off the deep end. Stop the train, making sure that the TNT is as close to the statue as possible. The TNT will blow the statue apart and reveal the J-Bomb!

Ⓓ TRAILER PARKED

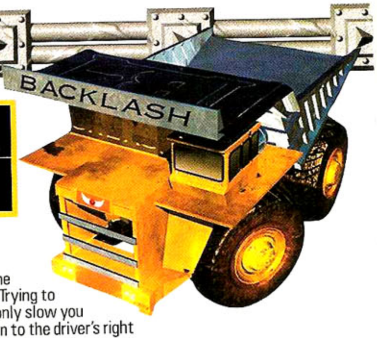
The J-Bomb will enable you to reach previously inaccessible areas around the stage. Be sure to look for the scientist in his trailer to the east, hit the Communication Point to the south and demolish the trio of "big head" statues on the island off the coast.





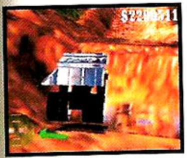
16 OUTLAND FARM

The main farm buildings are built on a few small slabs of concrete surrounded by grassy fields. The Backlash can't accelerate well on grass, so you'll have to learn to maneuver within very tight spaces. Use the rocky outcroppings to bounce your truck around just before you hit a target. This will give your attacks more demolition power. Swerve back and forth a bit when you use the sideswipe attack to plow through obstacles in a straight line.

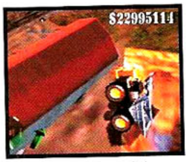


BLAST SEQUENCE

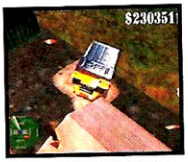
When the stage starts, follow the gully up and around to the left. Trying to shortcut across the grass will only slow you down. When you exit the gully, turn to the driver's right and head up the road. Don't bother with the buildings near the gully's exit. The missile carrier will roll past them safely.



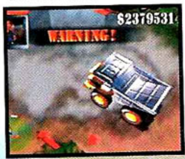
Follow the RDUs through the gully. Keep to the center of the track to keep your speed up.



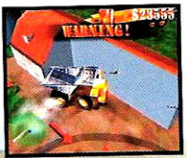
You'll bounce out of the gully and past (or through) a few buildings. Ignore them for now.



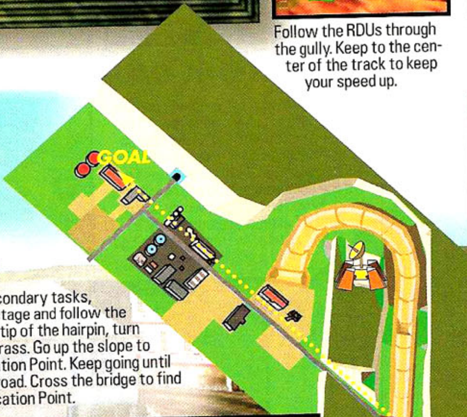
At the main complex, use the rock behind this long building to gain some extra momentum.



At the junction, take the bottom left corner off of the first building.

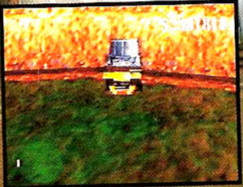


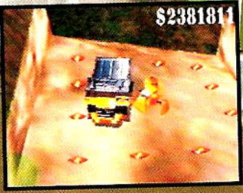
Use the small, paved space to gear up for sideswipe attacks. Once again, aim for the seams.



A TRAIL BLAZER

To finish the secondary tasks, reenter the stage and follow the gully. At the tip of the hairpin, turn left onto the grass. Go up the slope to find a Communication Point. Keep going until you reach the main road. Cross the bridge to find the second Communication Point.





BISON RIDGE

01:20

The Bison Ridge run is just a flat-out test of speed, so your best bet will be one of the hot rods or the police car. As you head down the slope, you'll hit a big dip that will launch you into the air. At the bottom of the hill, turn right and cut across the rocky field. Turn right to get back on the track.

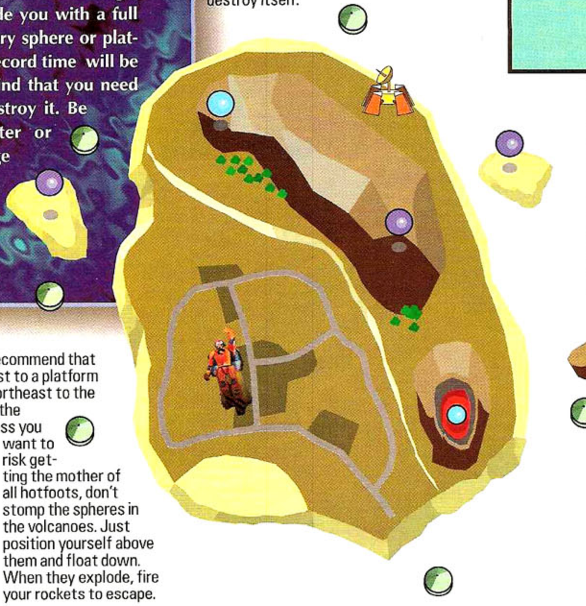
Ⓢ LIZARD ISLAND

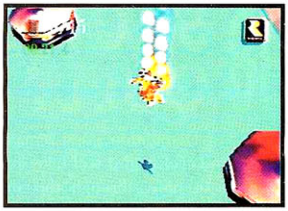
02:30

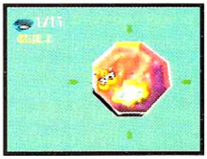
Until now, we've reserved the larger sections of our review for the Demolition stages, but because of the scope of this Bonus stage, we thought we'd provide you with a full map of it. Reaching every sphere or platform within the Gold Record time will be difficult, but keep in mind that you need only tap a target to destroy it. Be warned: touching water or lava will end the stage automatically.

SLIDE RULES

The platforms slide back and forth between two points. Place yourself above a point along the line and float down slowly. The platform will slide beneath your metal feet and destroy itself.



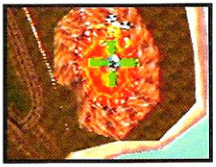




Watch your target's movement pattern first. Pulse your jets to control your descent.

TAP DANCE

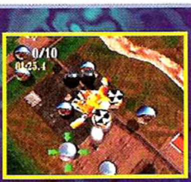
Looking at the map, we recommend that you first head southeast to a platform over the water, then northeast to the volcano and so on around the perimeter of the stage. Unless you want to risk getting the mother of all hotfoots, don't stomp the spheres in the volcanoes. Just position yourself above them and float down. When they explode, fire your rockets to escape.



Ⓡ GEODE SQUARE

00:40

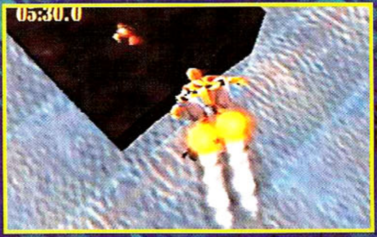
All of the target spheres in Geode Square are located right near the starting point. With all of them moving in various patterns, it's easy to get confused. Try to pick one out of the crowd and stick with it until it's destroyed before moving on. Destroy the small building to find a Communication Point.



Ⓣ SALINE WATCH

01:40

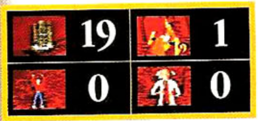
There are three rows of target beacons north of the starting point, with a lone Communication Point in the upper northeast corner of the stage. Once again, just tap the beacons to destroy them. If you need to recharge your jets or just get your bearings, the J-Bomb can stand safely on top of the beacon tower.



Surf's up, and the J-Bomb hasn't been waterproofed! As in the Lizard Island stage, hitting the water will end your run for the record.

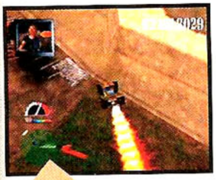
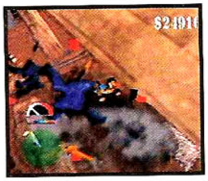
18 SHUTTLE GULLY

One last Demolition stage remains in the Medium Level, and it will take some fancy driving to plow through this mess. The Skyfall dune buggy lacks raw demolition power, so you won't be able to smash straight through the buildings, even with the turbo boost. Instead, you must saw back and forth across obstacles, using the hills to build up speed or using the rock-strewn gully to launch your vehicle through the air to crash into targets from above.

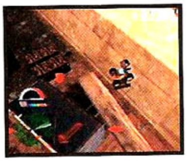
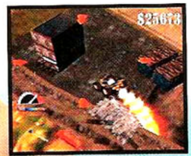


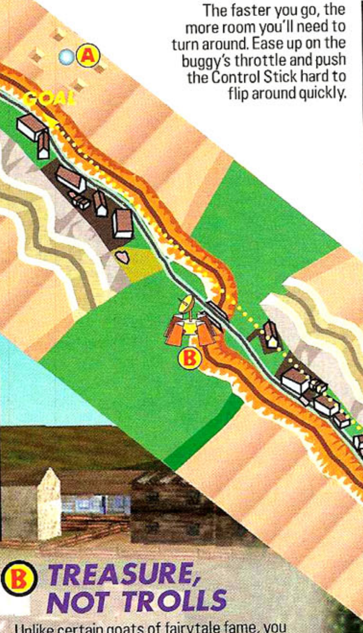
BLAST SEQUENCE

Nearly all of the structures will have to be demolished to make way for the transport. Keep an eye out for some large boulders strewn around the first group of buildings. You don't need a lot of running room to make good use of them. Just a few feet of clearance and a turbo boost off a boulder will be enough to take down most of a building, as long as your aim is true.

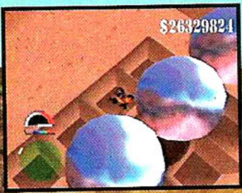
The faster you go, the more room you'll need to turn around. Ease up on the buggy's throttle and push the Control Stick hard to flip around quickly.

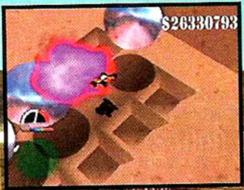





Ⓐ JUMPING JACK FLASH

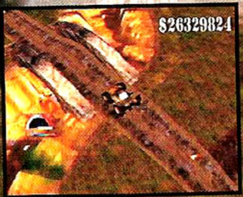
To pop a sphere, run straight toward one of the dips at full speed. As you dive into it, activate your turbo boost. You'll bounce up out of the dip and just high enough to touch the sphere. The only real trick is lining yourself up correctly. To pop the single sphere to the north, use one of the large boulders as a launching ramp.

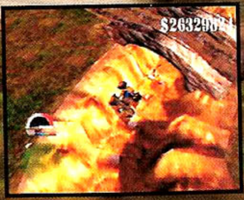




Ⓑ TREASURE, NOT TROLLS

Unlike certain goats of fairytale fame, you won't have any trouble with trolls under this bridge. Activate the Communication Point and then head to the northwest plateau to find a field of RDUs.

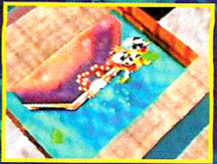


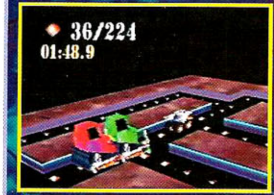


Ⓤ DAGGER PASS

02:00

Head northeast to the first target. The next six platforms are south and east of the starting point. From the seventh platform, head due north to the last platform. Some of the "windows" are blocked by glass shields, so you'll have to find open slots in order to destroy the platforms.

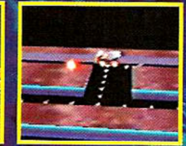




Ⓦ BABOON CATACOMB

01:40

This maze looks suspiciously like a certain arcade blockbuster of years past, and the principles used in winning that game can be applied here. Unlike that classic puzzler, however, both sides of this maze are mirror images. Circle the blocks closest to the center before you tackle the outer tracks. Swerve left and right to activate RDUs in the side paths as you go by.



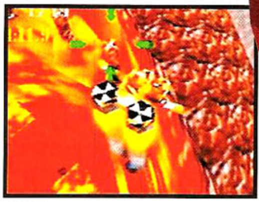
V MAGMA PEAK

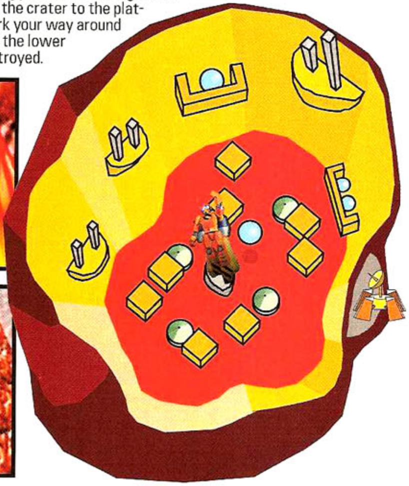
03:00

Now it's time for you to venture into the fiery maw of Magma Peak on one of your most hazardous assignments yet. The J-Bomb will be taxed to its limit, and while you'll be able to land on a platform or ledge with no problem, one touch of the seething lava will bring your crushing career in the Corps to an untimely end!

HELL HATH NO FURY

To win a Gold Medal, use the map to plan your attack. We recommend clearing out the first two targets to the northeast of the starting point then hauling metallic caboose up the side of the crater to the platform with two spheres. Work your way around the crater's edge and back down to the lower level until all of the targets are destroyed.





BLAST OFF

After you've beaten the Gold Record time, reenter the stage and launch yourself out of the crater. A Communication Point is located on a small ledge above the crystal blue sea. The tropics aren't so bad after all, eh?

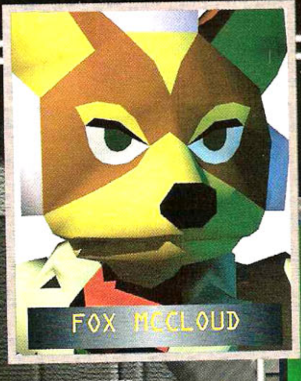
MORE CORPS TO COME

Magma Peak is the last stop on this month's Blast Corps worldwide tour, but the fun and destruction aren't over yet! We'll ramp up our coverage one last notch with strategies and shortcuts for the Hard Level stages in a future issue. If the crisis on earth is averted, you just might be taking your blast act on the road—a very high road, in fact!

CRYSTAL RIFT

STARFOX 64

<ATTENTION ALL HANDS ON THE STARSHIP GREAT FOX, THIS IS GENERAL PEPPER. ANDROSS'S ARMY IS INVADING CORNERIA. OUR LAND AND SPACE DEFENSES HAVE BEEN OVERRUN. THE STAR FOX SQUADRON IS OUR ONLY HOPE FOR SURVIVAL. FOX, ONLY YOU CAN SAVE US NOW.>

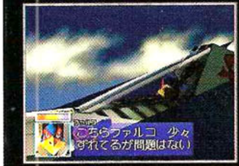

FOX MCCLOUD

<ATTENTION TEAM, THIS IS FOX. OUR MISSION IS TO DESTROY THE STAR WOLF SQUADRON AND SAVE THE LYLAT SYSTEM FROM ANDROSS'S TYRANNY. THE WORLD DEPENDS ON US, BUT DON'T FORGET THAT WE DEPEND ON EACH OTHER, TOO. OKAY, LET'S GET CRAZY. LAUNCH, LAUNCH, LAUNCH!>

Scramble! Scramble! Condition Red! The klaxon wails and red strobes flash as we sprint down the long corridor to the launch hangar of Great Fox where our Arwing fighters stand ready.

ATTENTION TEAM, THIS IS FOX.

After dropping into space, we dive like eagles, screaming out of the sun toward the green hills of Corneria far below. Suddenly the sky blooms with balls of fire and traces of enemy lasers. The shock waves rattle my ship and I nearly lose hold of the controller. Then the com unit spits out static like a mouthful of sand and I hear Falco's voice squawking above the interference.



こちらファルコ 少々
ずれてるが問題はない

YOU'LL NEVER PLUCK THIS BIRD'S TAIL.

Falco's in trouble, so I barrel roll to starboard to avoid a Venom fighter and boost toward the weasel on Falco's tail. You don't make it on the Star Fox team by ignoring your pals. I pop up behind the bandit and blast him. Smoke pours out of his engines and the craft wobbles off and smashes into a hillside.

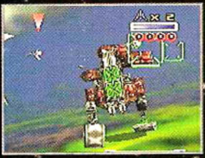
LOOK OUT, ACE. YOU'VE PICKED UP SOME COMPANY. TRY

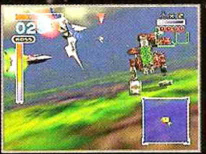
Peppy knows all the tricks. I check the bogey's position behind me, then pull back on the control stick and perform a neat backwards loop so that I drop down behind him. One smart missile is all it takes. The viper never knew what hit him.

TWO SPLASHES, KID, THAT'S GREAT. NOW DON'T GET COCKY.

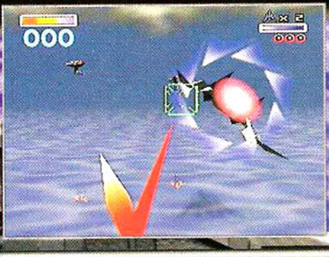
HELP! I'M HIT! I'M LOSING ALTITUDE.

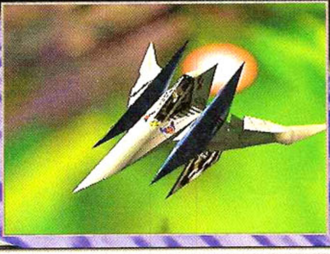
I spot the frog's Arwing in the distance, face-to-face with a robot the size of a city tower. Black smoke pours out of Slippy's engine as we move in, perhaps already too late. As we close in, the robot fires missiles and a spread of energy beams wildy trying to slap our fighters out of the air. From time-to-time we glimpse a vulnerable chink in the robot's armor and fire our missiles. The battle rages all around the giant machine, then it's over as the robot crumples to the ground and explodes. Slippy is saved. Corneria is free. But Andross waits on Venom.

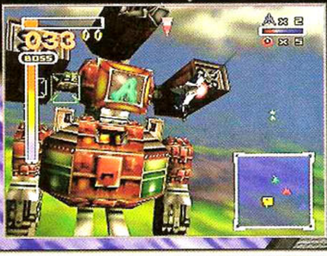




GOOD WORK, TEAM. LET'S HEAD BACK TO GREAT FOX FOR REPAIRS. THE WAR HAS JUST







DATA UPLINK
SUBJECT:
STAR FOX 64
Message Follows...

STAR FOX 64 CONFIDENTIAL

DESIGNERS—E.A.D. GROUP AT NINTENDO

MEMORY SIZE—64 MEGABITS

MEMORY SAVE—GAME PAK SAVES TOP 10 SCORES

PLAYERS—UP TO FOUR PLAYERS IN BATTLE MODE

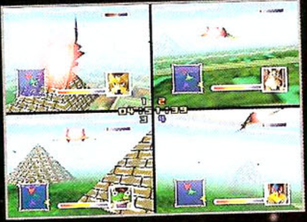
ONE PLAYER IN STORY MODE STAGES—15

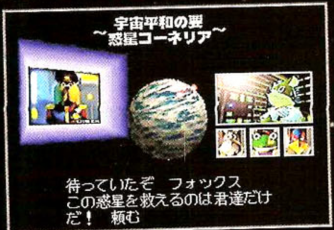
ACCESSORY—RUMBLE PAK (INCLUDED WITH THE GAME)

EXTRA—HIDDEN MISSIONS, 3-D ANIMATED SCENES WITH 23 SPEAKING CHARACTERS

THE STAR FOX EXPERIENCE

When you enter the explosive battlefields of Nintendo's Star Fox 64 this June, be prepared for a new gaming experience—be prepared to take the leading-role in an action-packed adventure, and be prepared to feel the action for the first time ever. When you plug in the Rumble Pak that comes with Star Fox 64, your controller actually transmits the bumps and blasts taking place on the screen so you can almost feel the bruises when you slam into an asteroid or take a laser blast on the port wing. But direct game feedback is just one of the revolutions you'll experience in Star Fox 64. The game also surrounds you in a world of dynamic sound where 23 characters talk to you and each other using 600 different voice messages. You'll hear from good guys and bad during the battle and during the 3-D cinema scenes that follow. It's more than a game and more than a story—it's interactive, immersive magic. So come along with us on our test flight of the first completed Japanese version of Star Fox 64.





宇宙平和の要
〜惑星コーネリア〜

待っていたぞ　フォックス
この惑星を救えるのは君達だけ
だ！　頼む

BY LAND, AIR AND SPACE

By fulfilling mission requirements and discovering warps, you can activate new areas and take different paths between the 15 worlds in Star Fox 64

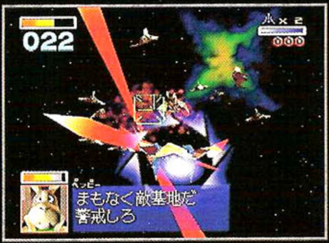
Unlike the first Star Fox game, the action now takes place in both Arwing fighters and the new Landmaster jet tank. It's never easy, though, because the Game Pak saves only your best scores, not your position in the game. In addition to the mission game, two, three or four players can join in on three variations of the Battle Mode in which you gun down targets for the highest score, fight face to face with a time limit, or engage in a sudden death dogfight. Your primary job in every mode is to blast enemies from the cockpit of your vehicle or from a view point behind the vehicle. Lasers and smart bombs do most of the damage and items (in the story mode only) help you repair your ship and earn extra ships.

DATA UPLINK
SUBJECT:
VOICES IN SPACE
Message Follows...

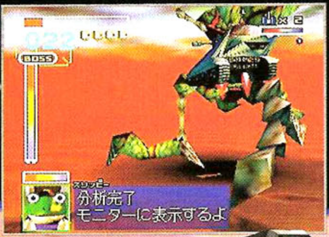
WHO SAYS NOBODY CAN HEAR YOU SCREAM IN SPACE? IN STAR FOX 64, AUDIO COMMUNICATIONS WILL SUPPLEMENT SCREEN TEXT IN A BIG WAY. FOR THE NORTH AMERICAN VERSION OF THE GAME, SIX PROFESSIONAL ACTORS (FIVE MALE AND ONE FEMALE) WILL PLAY THE VOICE ROLES OF FOX MCCLOUD AND HIS COHORTS, AND ALL THE MAJOR ENEMIES, WHICH INCLUDE THE LIKES OF THE STAR WOLF TEAM AND ANDROSS. IN ALL, 23 ANIMATED CHARACTERS WILL CHATTER WITH YOU AND EACH OTHER DURING ACTION AND CINEMA SCENES. ANOTHER VOICE WILL CONVEY GAME INFORMATION AND THE INTRODUCTION.

THE FEARLESS STAR FOX TEAM

In Star Fox 64, you play the role of Fox McCloud, ace Cornerian pilot and all-around hairy hero. You'll notice that screens pop up during battle with messages from your three wingmen. By listening to the advice of your comrades and responding to their distress, you add to the strength of the team. Some of the game conditions require that you have certain team members with you at the end of a stage in order to move on to another stage or access a bonus area. So when Slippy starts croaking about enemies on his tail, don't write him off. Instead, go to his aid and try to keep him in the fight.



ペッピー
まもなく敵基地だ
警戒しろ

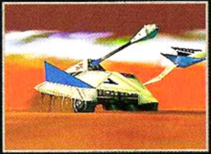


スリッピー
分析完了
モニターに表示するよ

DRIVEN TO EXTREMES

You are what you drive. In the case of Star Fox 64, that means you are either an Arwing space fighter pilot or a Landmaster tank driver. During Story Mode play, the choice of vehicle is determined by your location. If you're on the ground, you drive the Landmaster. If you are in the skies or in space, you'll fly an Arwing. In Battle Mode you can control your character directly. Although you never fly the Great Fox mother ship, it is the launching base for all of your sorties, and it is from the Great Fox that you receive NUS computer messages.

Your piloting and driving skills are tested in two ways during the game. In some stages, the scene scrolls continuously forward and your control is limited to a 3-D corridor. The corridor may be fairly wide, however, so there is plenty of room to maneuver. The second type of area is a battlefield. There, you have complete freedom of motion in any direction, but there is a surrounding border beyond which you cannot move. You'll find one additional vehicle in Star Fox 64 that doesn't fly or roll. It's a submarine fighter that carries you beneath the ocean waves.

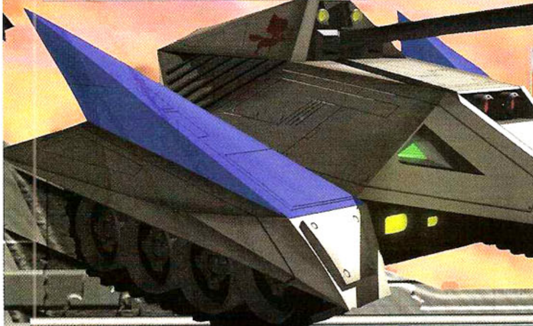


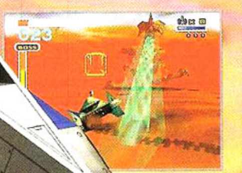
ARWING

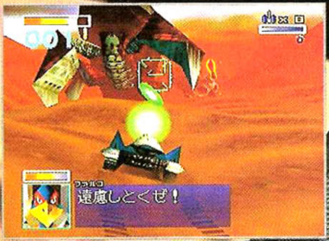
The legendary Arwing fighter packs firepower and maneuverability. You can spin left or right to avoid shots and fire both lasers and bombs while using a heads-up targeting square to lock on to enemies. Arwings can make acrobatic maneuvers such as loops, as well, and they can accelerate or brake at your command.

LANDMASTER

The Landmaster tank races over the terrain at high speed, dodging debris and enemy fire. The tank can roll sideways out of danger, just like the Arwing, and it has a cool jet feature for hopping into the air for a shortflight.







ファルコ
遠慮しとくぜ！

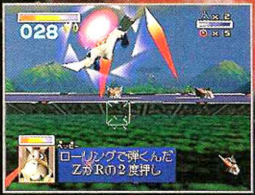
DATA UPLINK

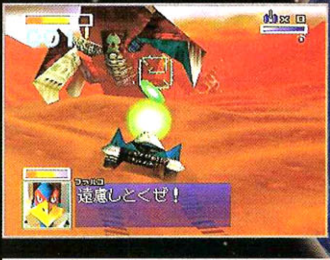
SUBJECT:
RUMBLE PAK
Message Follows...

THE FIRST VIRTUAL FEEDBACK ACCESSORY DEVICE FOR THE N64 WILL BE PACKAGED WITH EVERY COPY OF STAR FOX 64 SOLD IN NORTH AMERICA. MAXIMUM PLAYER IMMERSION IS POSSIBLE ONLY WITH OPERATIVE RUMBLE PAKS.

DEVICE DATA:
FEATURES MODULATING INTERNAL DC MOTOR. PLUGS INTO CONTROLLER PAK SLOT OF N64 CONTROLLER. REQUIRES 2 AAA BATTERIES.

BE CAREFUL, EVERYBODY. ANDROSS AND THE STAR WOLVES WILL STOP AT NOTHING TO DESTROY US.


028
ペッピー
ローリングで弾くんだ
ZかRの2度押し

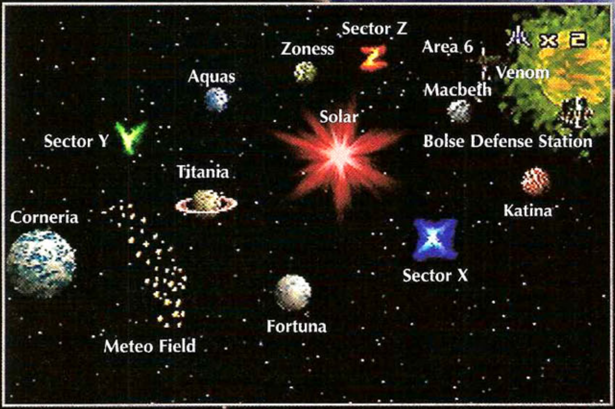

ファルコ
遠慮しとくぜ！

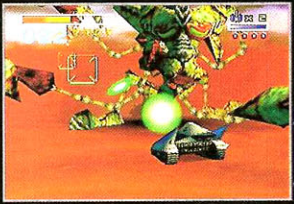
MISSION BRIEFING

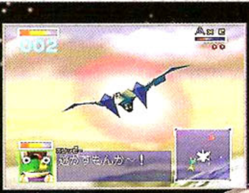
Cutting a swath of destruction through the Lylat System won't be easy. Fifteen battlegrounds wait to be conquered by Fox and Friends. As you can see on the system map, more than one route leads from Corneria to Venom. In fact, each area contains one secret mission that can take you on a new path if you fulfill the requirements. And if you find all of the secret missions in the game, you'll find an additional surprise waiting for you.

PLANETARY EXPLORATION

The many worlds you encounter present many faces, from the green, populated cities of Corneria to the dangerous seas of Aquas and the ravaged plains of Venom. But some things never change, such as the defensive installations and forces set up by Andross, which continually fire upon the Star Fox team. New dangers crop up everywhere. Buildings come crashing down as your Arwing swoops to safety. Squadrons of enemy fighters appear out of bunkers. Giant walkers as tall as towers march toward you waving mechanical pincers that can crush an Arwing. Interior areas often include even more dangerous obstacles such as sliding panels that block off narrow corridors. And at the end of every level is a final guardian with awesome firepower and a hidden weakness.


Sector Z
Zoness
Area 6
Venom
Aquas
Macbeth
Solar
Sector Y
Bolse Defense Station
Titania
Katina
Corneria
Sector X
Fortuna
Meteo Field

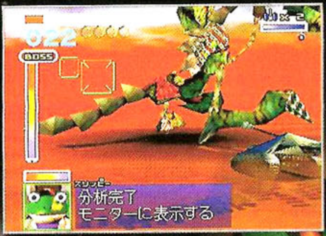


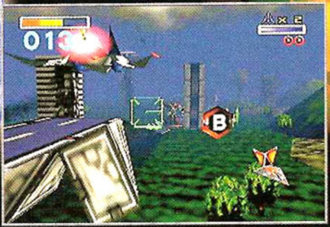

002
スリッピー
逃がすもんか～！

DATA UPLINK
SUBJECT:
ITEMS AND WEAPONS

Message Follows...

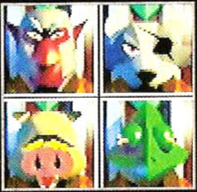
CORNERIAN FORCES UPDATE: ALL ARWING AND LANDMASTER UNITS HAVE BEEN EQUIPPED WITH LASER CANNONS AND A SUPPLY OF SMART BOMBS. TARGETING COMPUTERS ARE LINKED TO GUIDANCE SYSTEMS FOR A SEAMLESS USER INTERFACE. REPAIR RINGS WILL BE DISTRIBUTED AS REQUIRED IN BATTLE ZONES.





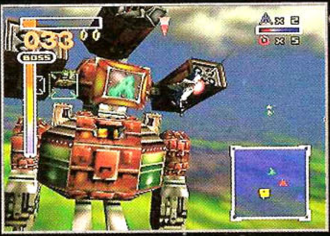
STAR WOLF TEAM

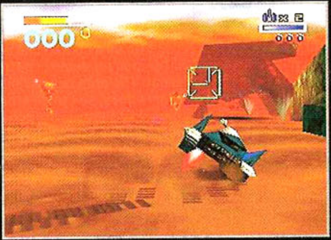
For every hero there is a villain. In the case of the Star Fox team, that means the Star Wolf team. (Apparently it never got its ships off Venom during the first game for the Super NES.) This brotherhood of badness includes the leader, Wolf, Leon the chameleon, dastardly Pigma who betrayed James McCloud, and Andrew the baboon, who just happens to be Andross's Nephew. The Star Fox team will engage the Star Wolves on many worlds.

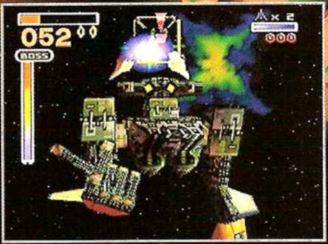


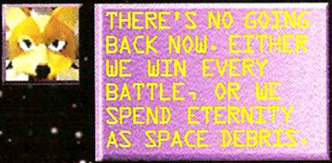
ANDROSS AND COMPANY

When this mad scientist turns his genius to evil, the Lylat System faces its greatest challenge. Andross remains the final and most frightening enemy.









THERE'S NO GOING BACK NOW. EITHER WE WIN EVERY BATTLE, OR WE SPEND ETERNITY AS SPACE DEBRIS.

Aboard the Great Fox, we look out at the gathering forces arrayed against us in the vast asteroid field. We outnumbered one hundred to one or more. The onboard computer, NUS, tick off our odds for survival and suggest that we come up with an alternate plan.

DATA UPLINK
SUBJECT:
BATTLE MODES
Message Follows...

TWO, THREE OR FOUR PLAYERS TAKE ON THE ROLES OF THE STAR FOX HEROES IN A FIGHT AGAINST EACH OTHER IN STAR FOX 64'S BATTLE MODE. THE BATTLE TAKES PLACE IN ONE OF SEVERAL HUGE ARENAS. YOU BEGIN BY FLYING ARWINGS, THEN, ONCE YOU'VE BEEN SHOT OUT OF THE SKY, YOU'LL SWITCH TO THE LANDMASTER TANK. FINALLY, IF YOU LOSE YOUR TREADS, YOU'LL FIND YOURSELF ON FOOT, ARMED ONLY WITH A SHOULDER BAZOOKA. IT'S EVERY ANIMAL FOR HIMSELF!

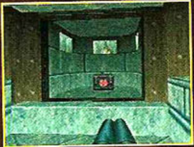
DOOM 64™

Midway has reignited the inferno to forge an all-new version of Doom exclusive to the N64. Doom 64's frightfest seethes with enough demons to doom most players, but with part two of our Space Marine survival guide, you'll at least make it through Levels 11 to 18.

MATURE M AGES 17+ CONTENT RATED BY ESRB

Terror Core

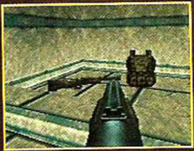
① As soon as you start Level 11, turn around and activate the east wall to open up a Secret Area. Inside you'll find a Berserk to help you beat the Bull Demons waiting outside the entrance.

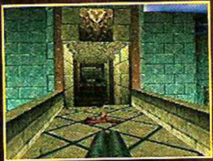


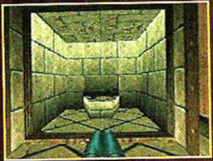
② Go on a search and destroy mission for demons patrolling the moat. The area is overflowing with blind alleys, so strafe around the corners. Flip the two Switches at 2. The left Switch activates Area 3, and the right Switch activates Area 4.

④ A Grab the Blue Skull Key in the northeast alcove, then unlock the blue door at A. Arm your Super Shotgun and be ready to dodge fireballs, because a Hell Knight is on guard behind the entrance.

③ From the pair of Switches, slosh southeast through the Terror Core's moat to enter the tunnel at 3. The southeast wall opens and closes at regular intervals, so wait for access. Your patience will be rewarded with the Backpack and Super Shotgun hidden behind the tunnel's wall.







⑤ The door to the north opens in tandem with the door at 5. Open Door 5, then dash north across the hall to add the Rocket Launcher to your inventory. Return to 5. Once you enter, listen for the snarling of the Spectre. You won't be able to see him, but his growl is a dead giveaway. Fire quickly down the east and west halls to silence the invisible threat.

Doom TM & © 1993, 1997 Id Software, Inc. All rights reserved.

⑥ An army of Knights and Imps patrols the floor and the upper ledge to the west. Your Super Shotgun is efficient and effective against most demons, so arm it. After waging war against the demons, flip the Switch. Behind the northeast doorway, demons will try to scorch you with their fireballs. You'll have a clear shot at them, but the torch blocking the doorway prevents them from attacking you. Declare open season on the sitting ducks and open fire.

⑦ Tour the courtyard to gather supplies, then head south. When you trip Switch C, you'll activate the elevator at B, but you'll also summon a mob of demons to the courtyard. An automatic weapon will be your best defense, so arm your Chaingun or a laser weapon.

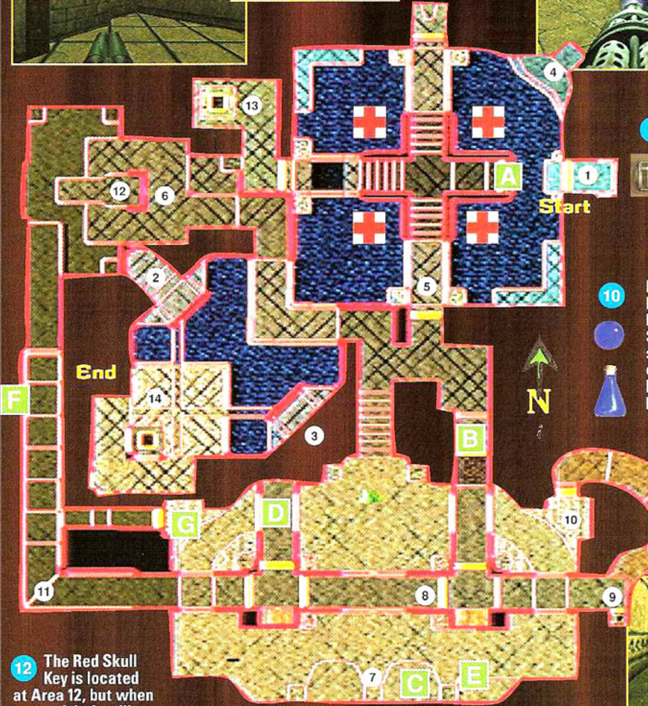
B

C

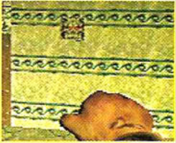
⑧ Take Elevator B to reach 8. Fire Rockets at the Hell Knight in the doorway west of you. Flip Switch D, then station yourself in the doorway. A Mancubus is on guard at C, so use the doorway for shelter. Bury him with your Rockets, then use the teleporter at 8 to warp to E.

D

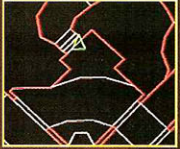
E



⑨ After snagging the Yellow Key to the west of you, dive north to activate the second story wall Switch. If you hit the Use Button just as you fly by the Switch, you'll open Secret Area 10.



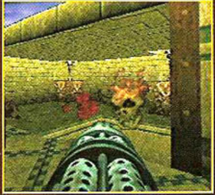
⑩ Follow the curving passage to load up on Bonuses. The path leads to a ledge facing a Supercharge on a ledge to the southwest. The jump is difficult, and it might be easier to leap backwards, using your Map for guidance.



⑪ Beat the Cacodemon, then hop onto the corridor's western ledge. Stand in the southwest corner to briefly open Area F. Quickly skim along the ledge to F. With a running start in F, jump to the eastern ledge, then head to G for the Armor.

F G

⑫ The Red Skull Key is located at Area 12, but when you grab it, it will unleash a flock of Lost Souls. The squadron of flaming skulls will freeze when you shoot them, so arm an automatic weapon such as your Chaingun or Plasma Gun before taking the key.

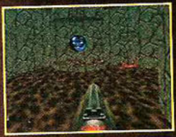


⑬ The teleporter sits on a platform that briefly lowers when you open the red door, so quickly enter and warp before it's inaccessible. Keep your Chaingun warmed up, too, because Zombies wait at your destination.

⑭ Space Marines can never let their guards down, so warp to 14 with guns firing. Your welcoming committee is made up of trigger-happy Zombies. Make them feel unwelcome by returning fire, then flip the Switch in the southwest corner to make your getaway.

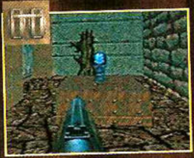
Altar of Pain

1 Wade through the murk and clear out the demons infesting the moat and surrounding fortress walls. Once the area is secured, activate the north wall at 1 to open the Secret Area that conceals a Supercharge.

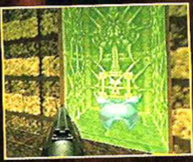


2 **A** Teleport from Area 2 to Area A. Walk around the perimeter of the castle to fight any Imps and demons in your path and on the upper ledges of the castle.

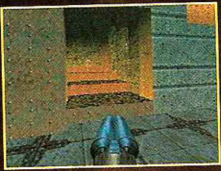
3 **B** Flipping Switches is the key to getting through Doom 64, and flipping the Switch at 3 will help you get the Blue Key. Trip the Switch, then journey through the candlelit tunnel by A. At the end of the tunnel in Area B, you'll find the key.

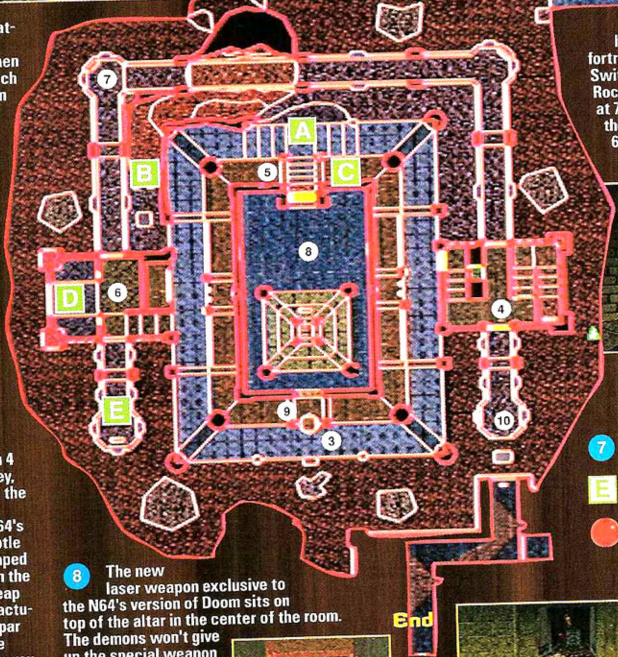


4 Face north then strafe to sidestep to the east hall. Shoot the Knight, grab the Health Bonuses, then flip the Switch in the middle hall to make stairs appear in the east hall. Climb them to the Plasma Gun and hit the Switch behind it.

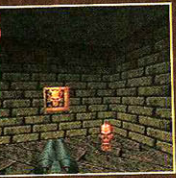


5 **C** Hit the Switch west of the blue door to activate the nearby elevator. Ride it to the upper level, then trip the Switches at the 5 and at Area C to open Area 6.

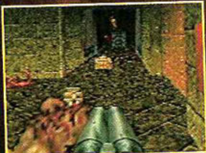


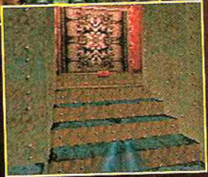


6 **D** Reenter Area 4, then follow the middle hallway around the fortress. Flip the northeast Switch, then launch Rockets at the Hell Knight at 7. Hit the Switch at 7, then take the elevator at 6 to the Imps' cell, which also holds the Red Key.

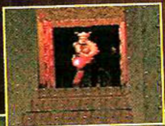


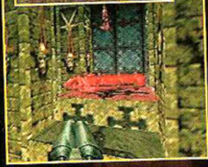
7 **E** Hit Switch E and nab the Partial Invisibility Sphere. Run to 8, then open the red door to battle the Barons of Hell. If you mount your attack from the bottom of the stairs, you'll be far enough away so the Barons can't see you. Save ammo by lining the Barons one behind the other so the front demon will absorb the others' fireballs.



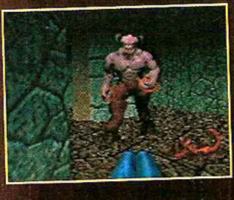


8 The new laser weapon exclusive to the N64's version of Doom sits on top of the altar in the center of the room. The demons won't give up the special weapon without a fight, so stock up on the Energy Cells, Armor Bonuses and Health Bonuses surrounding the altar. When you hit the Switch to reach the altar, Imps will immediately attack from the north to defend their shrine, so be ready to unleash the new weapon on them.

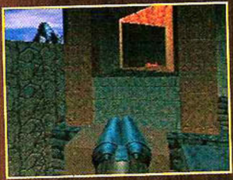




9 Ride the elevator across from 4 to reach 9. Grab the Yellow Key, then leap from its platform to the south mesa to claim the Supercharge. Many of Doom 64's Secret Areas are pointed out by subtle clues. The Supercharge mesa is shaped like an arrow that points to a spot in the wall surrounding the moat. Take a leap of faith and jump into the wall—it's actually an illusion concealing a cave. Spar with the Baron to win access to the alternate Exit teleporter that warps you to Level 30. You're on your own if you enter, so if you don't have the guts, head for 10 to take the normal Exit.

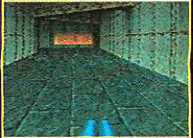


10 Trip the Switch south of 4. A platform will rise temporarily to bridge the gap to 10. Sprint across, then head for the Exit at 10. As you approach it, bars will lower in front of it, and an Imp will appear behind you to prevent your departure. Quickly face north to blast the Imp. Your victory will remove the bars to win you safe passage to unlucky Level 13.

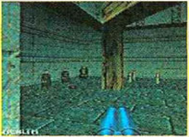


Dark Citadel

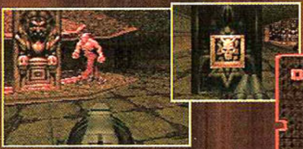
① A Shoot the demon in the north hall, but beware of booby traps. The south corner opens up to shoot darts along the sides of the hall, so stay out of the trajectories by walking down the center of the hallway.



② Head north, while staying in the center of the corridor to avoid the darts. In the north corner, touch the wall to expose the Secret Area. Inside, you'll find a Backpack and a cache of Rockets and ammo to fill it with.



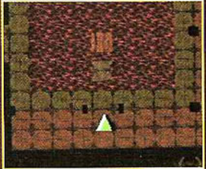
③ B The Shotgun on the altar baits you to be ambushed by a Baron of Hell. Take the bait and immediately fire in front of you. The walls will drop, and the Baron will charge you from the west. Defeat the Baron, then trip the Switch on the west side of pillar B to open 4.

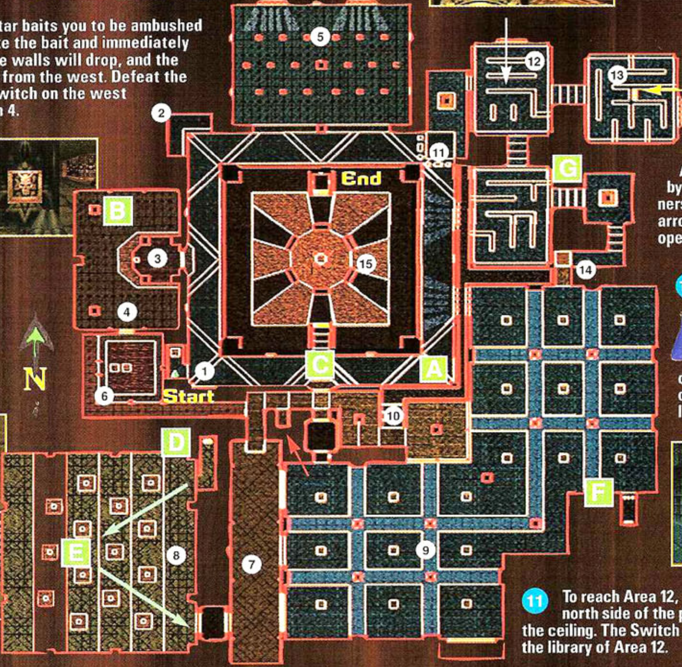


④ Walk a few steps past the doorway, but don't walk too far into the room—your steps will cause the floor to drop into a pit of lava below.

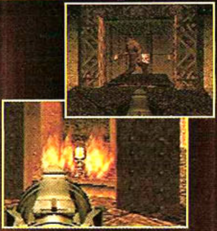
⑤ C Spectres lurk in this forest of pillars. Hunt down the demons, then flip the Switch on the north side of the center pillar to open C.

⑥ Quickly leap from the ledge across the two pillars to reach the Mega Armor. It may be easier to use your map for guidance.





⑮ Jump into the fire and grab the Key. Hurry out, or you'll get burned by the fire and the attacks of the Baron. After defeating him, cautiously open the yellow door to fight the Baron guarding the Exit. Take him out, then make your way out by hitting the Switch.



⑦ The red arrow on the map points to an illusionary wall concealing a Supercharge. Power up with it, then go to 7 and fire through the windows at the throng of Imps and Cacodemons raging in 9.

⑧ D E Destroy the Barons, return to Area 7, then jump from the window to get the Invulnerability Sphere. Flip Switch D. Even though you'll trigger a massive dart attack, you'll be invincible to the onslaught. Follow the arrows to the Blue Key at E and the elevator out.

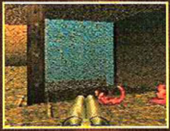
⑭ Trip the Switch for an elevator ride up to the Red Key. When you take the Key, you'll summon demons to Area 9. Counterattack from Area 14, since most of the demons won't be able to lob their fireballs high enough to reach you there.

⑬ G The maze is filled with blind spots where you can get caught off guard. Avoid surprise attacks by strafing around corners. At the yellow arrow, flip the Switch to open G.

⑫ Activate the shelf by the white arrow to lower the small bookcases. If you stand in one of their spots, a bookcase will reemerge to lift you up.

⑪ To reach Area 12, flip the Switch on the north side of the post that hangs from the ceiling. The Switch will lower the floor to the library of Area 12.

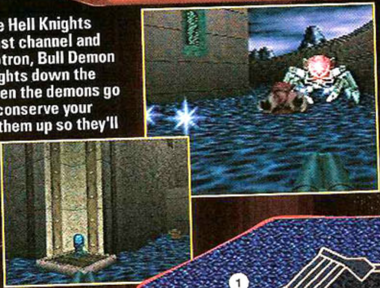
⑩ A good secret's hard to keep: hidden behind the north wall of 10 is a Secret Area housing the powerful BFG 9000 and a Mega Sphere. Open the wall, then follow the Area's hallway north for a weapons upgrade and head east for a Health Boost.



⑨ F Jump down from Area 7 to Area 9 and scour the room for Imps and Cacodemons. Enter F with the Blue Key, then turn on the Switch inside.

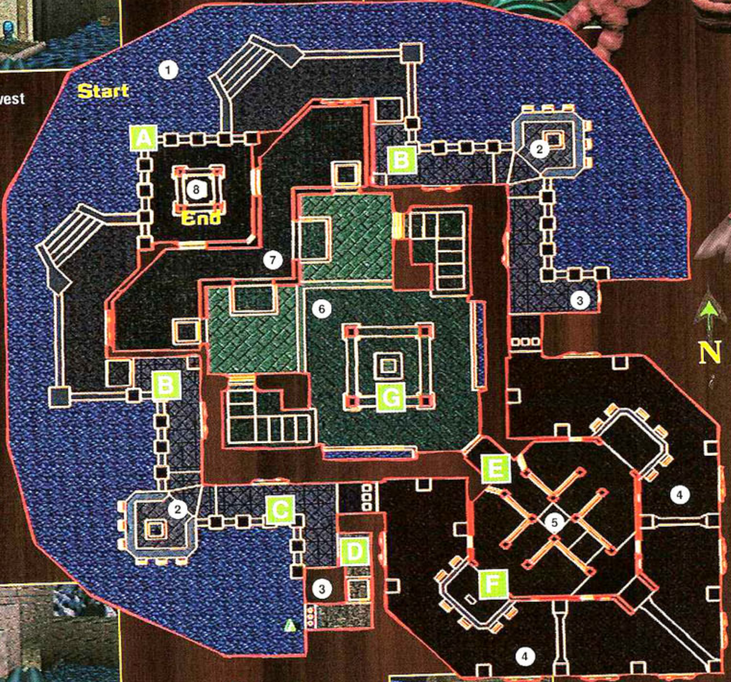
Eye of the Storm

1 **A** War with the Hell Knights down the east channel and the Arachnotron, Bull Demon and Hell Knights down the west channel. When the demons go ballistic, you can conserve your ammo by queuing them up so they'll attack one another. Fight the subsequent wave of Lost Souls, then obtain the Key at A.



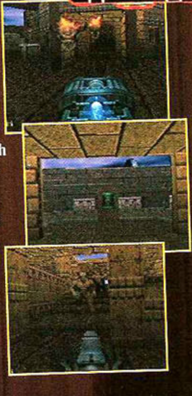
2 **B** Much of the castle's west side is mirrored on its east side, so many tasks will have to be repeated on its opposite counterpart. At both Areas 2, stand on the battlement to lower box B and reach its Switch.

3 **C** **D** Flip the Switches at Areas 3 to access 4. Touch the right panel at C to briefly open D. Dive into the moat, then enter the area by the green triangle on the map to seize the BFG 9000.



4 Area 4 is plagued by a Cacodemon, a Pain Elemental, a Mancubus, and Lost Souls and Imps. The rapid fire Plasma Gun should easily foil most of the demons, but the area will continue to overflow with monsters unless you destroy the Pain Elemental. The hovering demon spews out swarms of Lost Souls, so try to defeat it first. Blast the Lost Souls, Imps and Cacodemon, then send your Rockets hurtling at the Mancubus.

5 **E** **F** Arm a laser weapon or Chaingun, because Lost Souls will charge you from the northwest as you enter Area 5. Blast past them to reach F. If you flip the Switch, you'll open Door E unleashing Hell Knights and Imps. The confining halls of 5 make it easy to get cornered, so retreat to the courtyard of Area 4. Lure the demons outside or fire your weapons at them through the windows of 5.



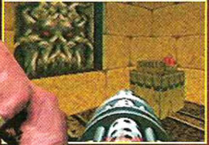
6 **G** Shoot the battalion of Zombies based on the terraces and adjacent lower levels to the north and west. Lay them to rest, then revitalize with the Supercharge at G. Hovering Cacodemons to the north will be summoned to your presence, so ready your guns and ground them. Descend the northeast or southwest stairs, bust the invisible Spectre haunting the staircases, then get a lift from the elevator to Area 7.

7 Keep your guns warmed up, because when the elevator lifts you to Area 7, a Zombie will be waiting to blast you. Blow him away, then arm an automatic weapon before opening either of the doors leading to 8. Behind the doors, not only will you find the Exit, but you'll also find a pack of Lost Souls.

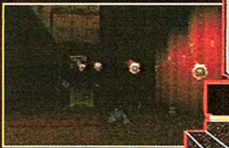
8 Open the north or west door leading to Area 8, then open fire with an automatic weapon to shatter the militia of Lost Souls. When you've fractured all the flaming skulls, head to the Switch in the southeast corner. If you trip the Switch, you'll power up the teleporter in the center of the Area. Hop on top of it to warp to Level 15, Dark Entries.

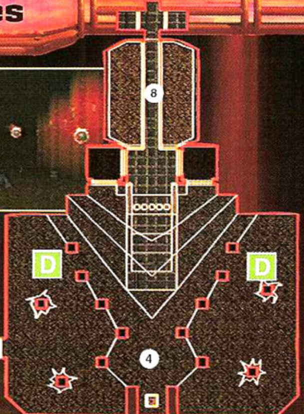
Dark Entries

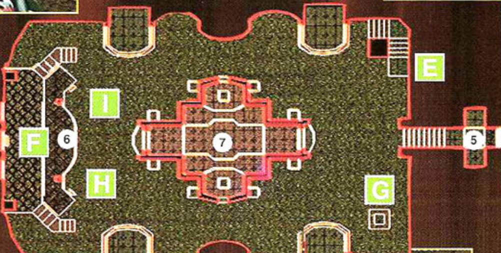
① Activate the portraits on the north and south walls to make a Shotgun and ammo appear. Open the door, but stay in the doorway. Fend off the demons or let them fight amongst themselves. When you hear the fray die down, head out.

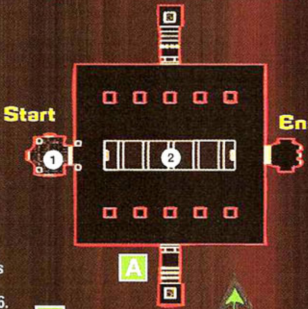


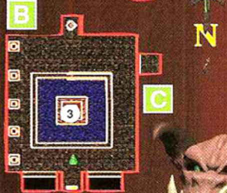
② **A** Once you enter, the skull portraits to the east and west will launch a barrage of homing missiles at you. Run to the northwest corner where the missiles won't reach you. When the smoke clears, warp from A to 3.



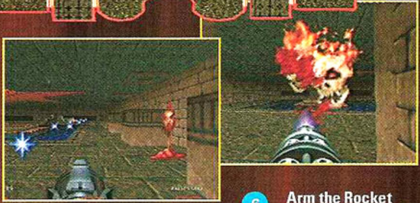




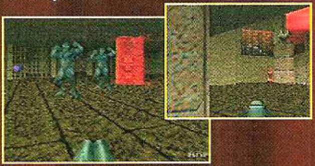




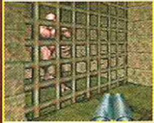
③ **B** **C** Use B for shelter and fire into the cells to exterminate the Arachnotrons. Open C, hit the south Switch, then watch the cubes. If you flip the Switch directly across the cube the sphere first appeared on, the key will appear. Walk backwards into the key, then blast the Lost Souls.



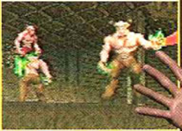
④ **D** Open the blue gate in 2 to warp to 4. You'll materialize in the middle of demon crossfire, so rush to the D Areas. The Arachnotrons won't have a clear shot at you, so focus your firepower on the Imps. Defeat them, then shift the attention of your attacks on the robot spiders.



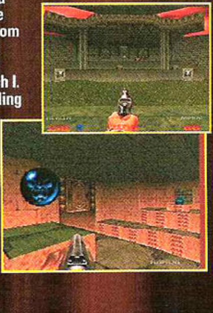
⑤ The Imps in the cells flanking the corridor will toast and sandwich you with fireballs, so make them bite the dust before you jump into the hall.



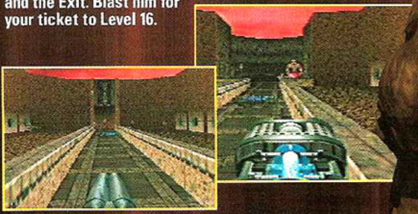
⑥ **E** **F** **G** Arm the Rocket Launcher you find at E, then blast the Imps in the cells and the demons on Platform 6. Hit Switch F to power Warp G, then fire your Chaingun at the Lost Souls flying behind the window of 7.



⑦ **H** **I** If you're a quick-drawin' sharpshooter, the Mega Armor and Supercharge could be your prizes. From the window of 7, shoot Switch H, quickly pivot right, then shoot Switch I. The platforms surrounding the bonuses will briefly lower, and if you're fast enough, you can board a platform to ride it up to the item. Snag your bonuses, then warp from G to Area 4.



⑧ Sprint north through the booby-trapped hall to avoid being hit by the darts. Grab the Red Key in the northwest room, then blast the Baron of Hell to the south. Warp from 4 to 1, destroy the Arachnotrons and Lost Souls, then open the red door. A Baron of Hell stands between you and the Exit. Blast him for your ticket to Level 16.

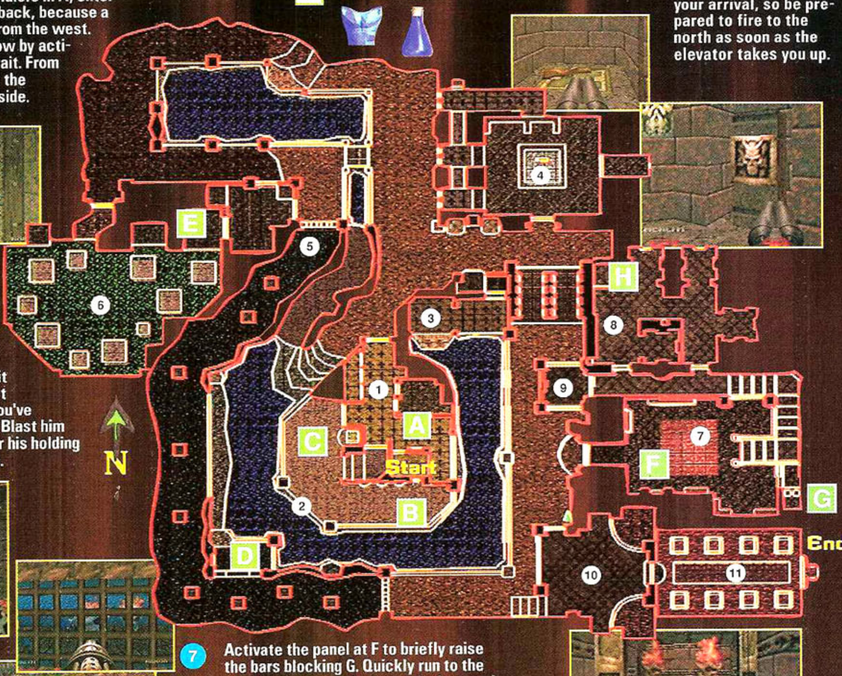


Blood Keep

1 **A** After shooting the soldiers in A, enter the cell. Watch your back, because a Zombie will attack from the west. Open the west window by activating the skull portrait. From this window and the one to the east, blast the demons outside.

2 **B** **C** Stock up on the bonuses lining the terrace ledge, and shoot the Imps patrolling along the tops of the moat walls. When you've pacified the area, activate the switch at B to lower the Shotgun at C. Add it to your inventory, then journey through the moat.

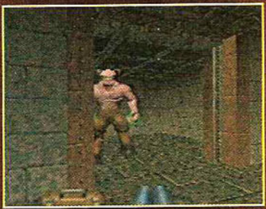
3 Wade to 3, then destroy the Imp on guard there. Take the elevator to the top level where the Key waits for you. Soldiers also await your arrival, so be prepared to fire to the north as soon as the elevator takes you up.



4 Ready your guns and shoot the Zombies stationed behind the red door. Trip the Switch to activate the western elevators. Ride to the upper ledge, beat the Imp, then hit the Switch. Mount a Rocket attack against the Baron you've released on the main floor. Blast him into demon dust, then enter his holding area to flip the exit Switch.

5 **D** Shoot your way through the tunnel to rid it of Imps. Arm your Chaingun at D, then hit the Switch to lower the Supercharge at the north end of the ledge. When you power up with it, Lost Souls will flood the tunnel, so spray bullets into the window. Reenter the tunnel to claim the Key.

6 **E** Radioactive waste fills Room 6, so leap from island to island to reach E. If you fall into the toxic waste, your only way to safety is to quickly trudge back to the room's entrance. Once you've hopped to E, fight the Hell Knight behind the door to earn the Blue Key.



7 **F** **G** Activate the panel at F to briefly raise the bars blocking G. Quickly run to the bookcase perpendicular to the bars and touch it to lower it, then stand in its spot. If you head into G as soon as the bookcase raises you, you'll have just enough time to enter.

8 **H** Shoot the Spectre down the hall, then enter 8. Eliminate the Knight and Imps terrorizing the library. Activate Bookcase H to reveal a Secret Area stocked with Rockets and Energy Cells. Flip the Switch east of there and grab the Supercharge in the neighboring alcove.

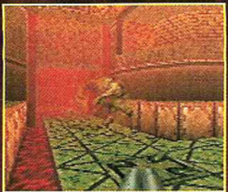
9 When you hit the Switch, the north and south windows will open to expose you to the attacks of Cacodemons and Lost Souls. A rapid-fire retaliation will save you from doom, so arm your Chaingun or Plasma Gun. Trip the Switch, then quickly back away from the windows. Once you've shot the demons to pieces, hop out the south window and head to 10.

10 Arachnotrons guard 10 by shooting lasers from their cells that flank the yellow door. Strap on your Rocket Launcher, and, from the stairs, fire your missiles into their cells. When the coast is clear, enter 11.

11 Room 11 is built above a lava pit, and all but the middle pathway of the floor will drop into it. If you fall into the burning ring of fire, you'll meet an inescapable molten doom. Play it safe by fighting from the doorway. Once you've exorcized the room of its demons, the floor will drop out. Enter the room and carefully traverse to the Exit.

Watch Your Step

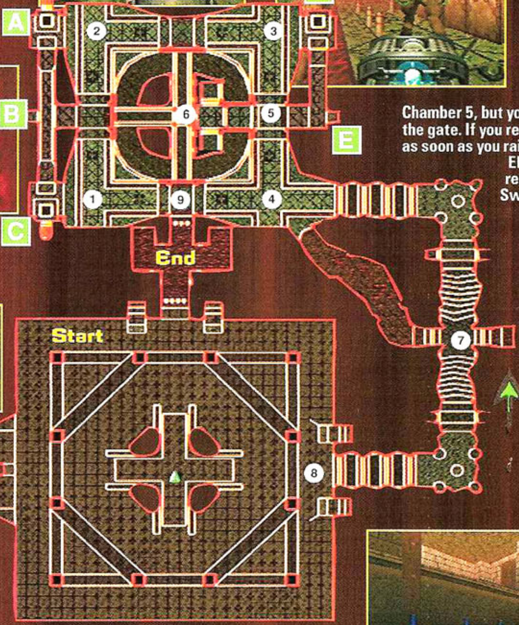
① Watch your step, because around every corner of this room, new troops of demons will appear at the end of the halls. Station yourself at each corner to wage war with the demons. Facing north at 1, use your Super Shotgun to battle the Imps, Spectres, and Hell Knights.



② Collect the Blue Skull Key and restock on ammo at 2. Wait for the Bull Demons to stampede from 3. Since they can attack only at close range, conserve ammo by massacring them with your Chain Saw. Arm your Rockets, then head to 3.

③ At 3, launch a massive attack against the Knights, Imps, Spectres and Cacodemons approaching from 4. Lost Souls will eventually blaze into the melee, so arm your Plasma Gun for quick retaliation.

④ Still more wrathful demons lurk around the bend. Fire your Rocket Launcher at the Hell Knights, then scour the area for supplies and any demons you may have overlooked.



⑨ Fight the Cyberdemon from behind the bars of 9. He can't hit you there, but you'll be able to sear and defeat him with your pentagram-branded laser gun. The Cyberdemon may be your toughest foe so far, but even more treacherous doom brews in the levels ahead.

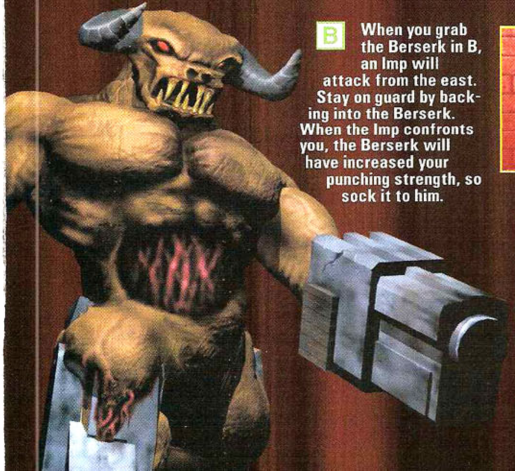
⑤ You can see the Pain Elemental slumbering in Chamber 5, but you can't attack it until you open the gate. If you relentlessly fire your Plasma Gun as soon as you raise the gate, you'll destroy the Elemental before it has time to react. After it explodes, hit the Switch to access the elevator.

⑧ Wave after wave of demons will flood the arena. Blast the Zombies who appear in the center and the Bull Demons and Imps that appear in the sides of the arena. Switch to Rockets to battle the Knights, Arachnotrons and Mancubuses, then quickly retreat to the east hall.

⑥ Get rid of the Imps seething in the circular hallway, then teleport from 6 to A and C to D. Drop down from Warps A, C and D to collect the Health and Armor Bonuses on the ledges below. At Warp A, shoot the bird cage by B to open the Secret Room behind you. Do the same at Warp C, then trip the Switches in both of the Secret Rooms to open up Secret Area 7.

A
C
D

⑦ Enter Area 7 to increase your health with the Mega Sphere at the end of the tunnel. Armies of demons wait in Area 8 for you, so power up with the Invulnerability Sphere in the east alcove of 7.



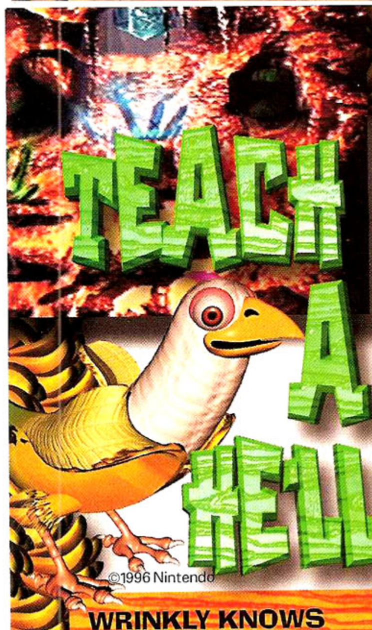
B When you grab the Berserk in B, an Imp will attack from the east. Stay on guard by backing into the Berserk. When the Imp confronts you, the Berserk will have increased your punching strength, so sock it to him.

E Back into E to suit up in the Mega Armor. Blast the Imp who closes in on you from the west. You'll also alert Cacodemons and Lost Souls outside in the main hallway, so keep your trigger finger warmed up.

You're quite the trooper if you've made it this far, but you're only halfway through the game, soldier. In the second-and darker half-of Doom 64, you'll have to endure twice as many demons and dangers. More secrets and tricks are also buried in the necropolis, but to find them, you'll have to wait until our recon team relays info on the next levels. In the meantime, stick to your guns and don't wander too far, or you'll have the devil to pay.

TEACH K.ROOL A LESSON HE'LL NEVER FORGET

DONKEY KONG COUNTRY 3 DIXIE KONG'S Double Trouble!™



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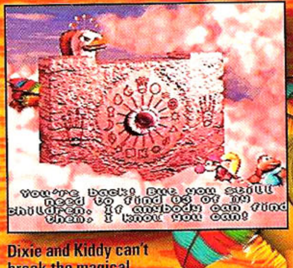
WRINKLY KNOWS THE SCORE

As you release each Banana Bird, it will fly back to roost in Wrinkly's humble abode. Count the birds yourself or check your total whenever you save your game. When you get close to completing the game, the birds inside Wrinkly's house will become restless. It's easy to find all the birds once you've collected all the DK Coins.

I love this bird that you've found! It's an energetic little thing, isn't it?

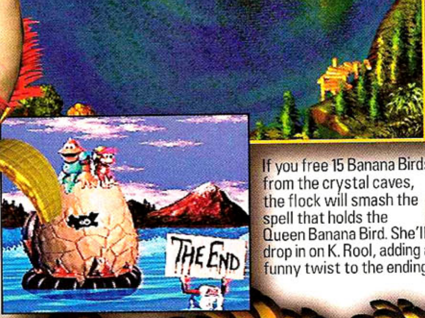


You're back! But you still need to find 03 of 09 children. If anybody can find them, I know you can!

Dixie and Kiddy can't break the magical spell holding the Queen Banana Bird, but all 15 Banana Birds can do it. Find the birds and set them free.

FREE ALL FIFTEEN BANANA BIRDS AND UNLEASH THE WRATH OF THE QUEEN BANANA!

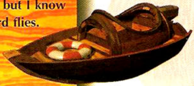
DKC 3 isn't just about rolling around levels and stomping on K. Rool's Kremlings. If you free all of the Banana Birds in the Crystal Caves, you'll score 103% and see a special ending. To rescue a Banana Bird, you need to find its hidden cave and mimic the crystal melody echoing in the chamber. Read on and learn the locations of every bird in the game.



If you free 15 Banana Birds from the crystal caves, the flock will smash the spell that holds the Queen Banana Bird. She'll drop in on K. Rool, adding a funny twist to the ending.

BARNACLE'S BANANA BIRD TOUR

Greetin's, Banana Bird hunters! Barnacle Bear here. I bet you didn't know an old salt like me was savvy to the ways of the wilderness, but I know exactly how the Banana Bird flies. Listed below are the 15 hidden habitats where you can find this Rare bird.



Score Four with the Motorboat

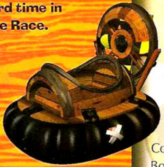
#1 Go ashore on Bounty Beach.

#2 Swim into Smuggler's Cove on Lake Orangatanga.

#3 Trade the Shell for Barnacle Bear's Banana Bird.

#4 See Brash after you top his record time in Riverside Race.

Free Three with the Hovercraft

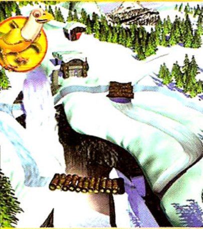


#5 Run aground near the Kong Cave.

#6 Swim into Bounty Bay inside Cotton-Top Cove.

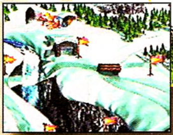
#7 Complete Mekanos Island, then pick the Flower growing near Bramble's Bungalow and give it to Bramble.

K3

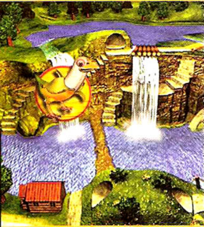


Push Past Blizzard's Base Camp

Warm your hairy toes at Blizzard's Base Camp, then hold Left on the Control Pad to push onward toward K3's summit. Just above the cabin you'll find Glacial Grotto. Remember to pick up Blizzard's Present—you'll trade it later to rescue another Banana Bird.

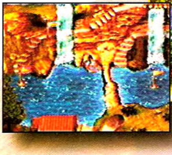


COTTON-TOP CO

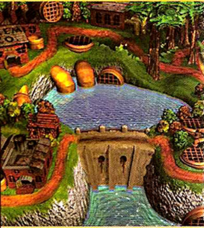


Swim North of Blue's Beach Hut

Bounty Bay is a hidden harbor due north of Blue's Beach Hut. This cave is tough to find, and a few players founder as they swim around in circles. Press Up on the Control Pad while treading water near the rock walls on the right side of the waterfall on the left.

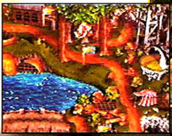


MEKANOS



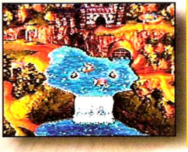
Fire up Old Bessie

If you take the present Blizzard Bear gave you to Blue Bear in Cotton-Top Cove, he'll give you a Bowling Ball. The Bowling Ball doubles as ammunition for Old Bessie, Bazooka Bear's prize cannon. Give the ball to Bazooka. He'll launch you into Sky-High Secret.

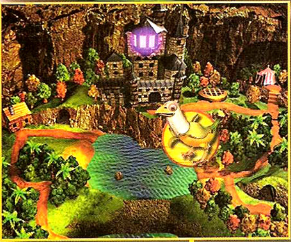


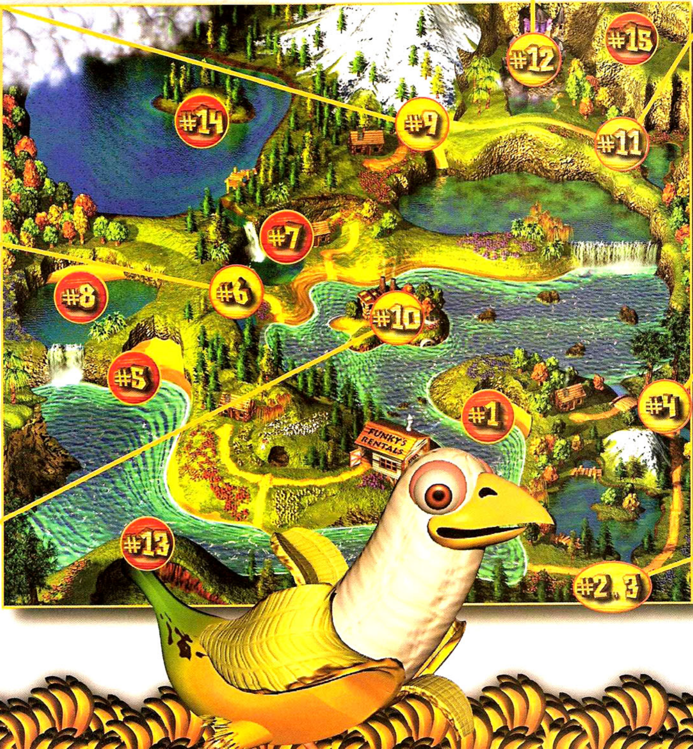
The Secret of Sewer Stockpile

There's a special way to swim around the rocks to unlock the gates of Sewer Stockpile, a secret cave in Kaos Kore. Give Baffle Bear the Mirror so he can crack the code revealing the secret path for opening the gates. Of course, you could just swim circles around the rocks and see what happens.



KAOS KORE





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FUNKY'S RENTALS
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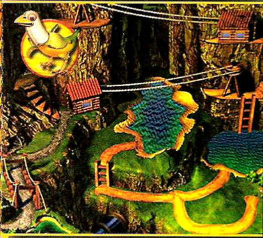
#2, 3

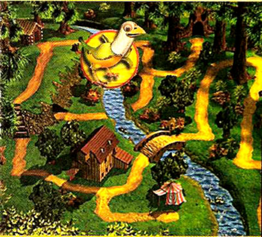
RAZOR RIDGE



Give Björn the Wrench

Björn Bear could fix his rickety chairlift if he had his Wrench. Barter Bear will trade the Wrench for the Mirror. After Björn repairs the lift, he'll give you a free ride up to the highest point on Razor Ridge. That's where you'll find Clifftop Cache.

KREMWOOD FOREST

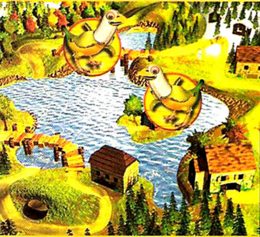


Set a Record in Riverside Race

Beat Brash Bear's record time of 1:15 in Riverside Race to discover Arich's Hoard. Pop into Brash's cabin and tell him about your feat. He'll have a ground-pounding temper tantrum that will jar loose a log, creating a bridge leading to Arich's Hoard.

Yoooou've made me sssoooooo angry! I could........

AKE ORANGATANGA



Two in the Lake

You can swim to both the Banana Birds in Lake Orangatanga, but you'll need to take the Seashell with you. Buy the Seashell at Bazaar's General Store and give it to Barnacle Bear, then swim beneath Lake Orangatanga's north bridge and explore Smuggler's Cove.

BARNACLE'S BANANA BIRD TOUR

Five Arrive with the Turbo Ski

#8 Play the tune in the Undercover Cove.

#9 Break the ice in the Glacial Grotto on K3.

#10 Deliver Blizzard Bear's present to Blue Bear in Cotton-Top Cove. Take Blue's Bowling Ball to Bazooka's Barracks in Mekanos.

#11 Trade Barter Bear the Mirror for the Wrench. Take the Wrench to Björn on Razor Ridge.

#12 Reclaim the Mirror from Barter Bear and give it to Baffle Bear in the Kaos Kore.

Free Three More with the Gyrocopter

#13 Drop in on Belcha's Burrow.

#14 Land on K's Kache.

#15 Soar to Hilltop Hoard.

LOST VIKINGS 2™
Coming Soon To
Your Super NES
From Interplay

NINTENDO POWER®

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EPIC CENTER

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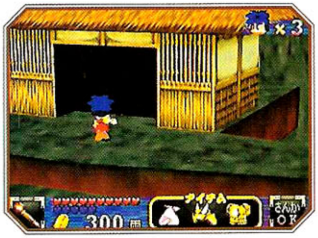
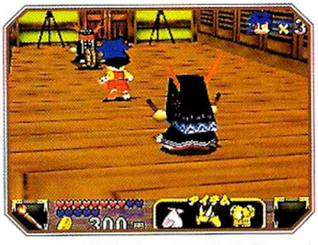
MYSTICAL NINJA ON N64

Screen shots of Konami's Goemon 5, have been appearing in Japanese gaming magazines for several months, and they clearly show a high level of quality and a wide range of settings, actions and camera angles. Although Goemon isn't an RPG, it does fall into the category of adventure games such as Zelda and Gaia, and a little known Super NES title called Legend of the Mystical Ninja. In fact, Pak Watch has it on good authority that Goemon will be introduced before the end of the year in North America with the title, Legend of the Mystical Ninja. The hero of Goemon uses items, weapons and tools on his adventure, has a heart meter (just like Zelda), and talks to folk in the medieval Japanese setting in which the game takes place. As it is likely that this game will be released before Zelda 64, it should go a long way towards whetting the appetites of adventure fans.





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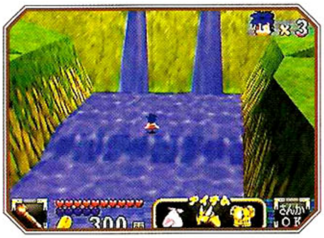
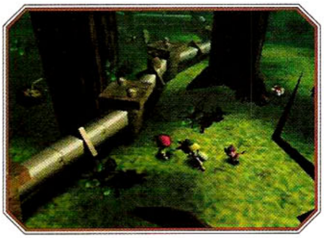
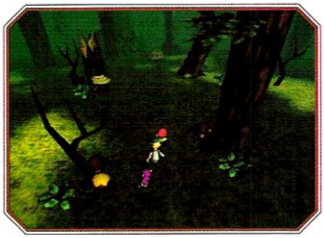


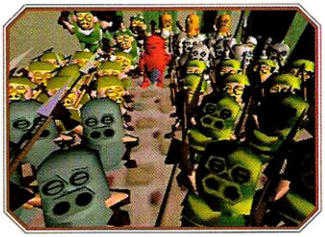
MORE EPIC PICS FROM EARTHBOUND 64

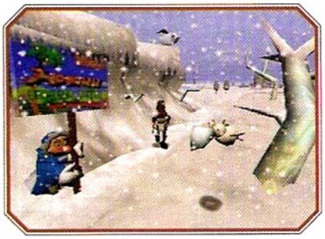
The developers at Nintendo HQ in Kyoto can't seem to contain themselves when it comes to sharing their latest work on Earthbound 64. Who are we to argue? This latest offering shows the Forest of Chimera, where the game is said to begin and where you can meet villagers collecting mushrooms. As you wander in the woods, you'll come across a pipeline with water rumbling inside.



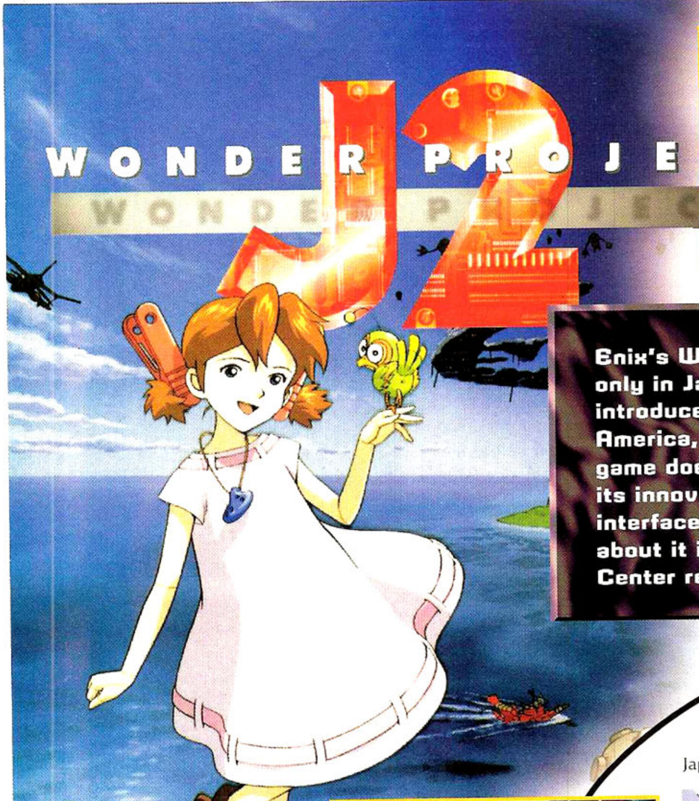


During the winter months, you'll have to bundle up for the heavy snow. And if you run into this army of porkers, whatever you do, don't ham it up.





WONDER PROJECT J2



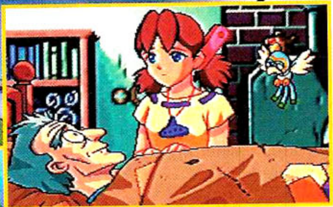
© 1996 GIVRO/MINT/ENIX

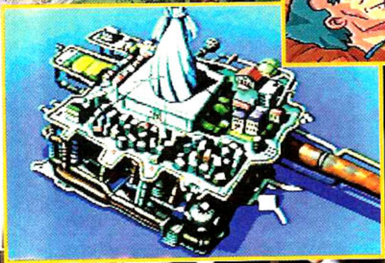
Enix's Wonder Project J2 is available only in Japan, and there are no plans to introduce this N64 game in North America, but it's an interesting title. This game doesn't have flashy graphics, but its innovative concept and software interface is worth checking out. Read all about it in this month's exclusive Epic Center report.

NOW PLAYING

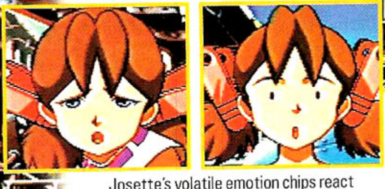
As a video game, Wonder Project J2 defies categorization. The only animated game similar to it was its predecessor, Wonder Project, a Super Famicom title released in Japan two years ago. In Wonder Project, gamers programmed an android boy named Pino. Wonder Project J2 follows this same "blank slate" premise, but the plot centers around an orphaned android girl named Josette.

Josette's artificial intelligence allows players to teach her about the world. While her memory chips retain copious amounts of information, she has a hard time understanding common sense issues. Her judgment is frequently clouded by her volatile emotion chips,

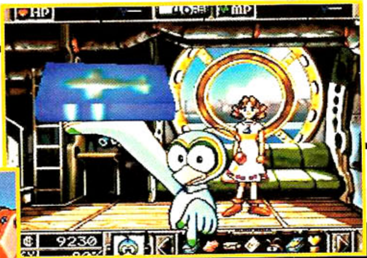




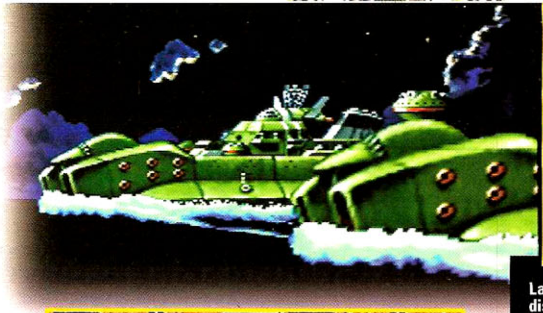
The game begins with the passing of Josette's creator, Professor Jepet. In the final whisper of his dying breath, the professor tells Josette to go to Colro Island to find you. You will be Josette's teacher.

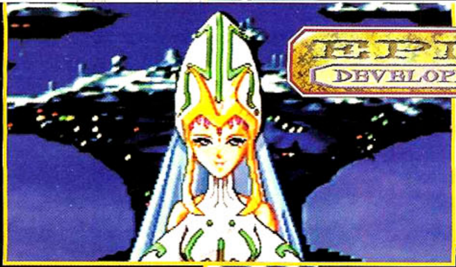


Josette's volatile emotion chips react according to your instructions.

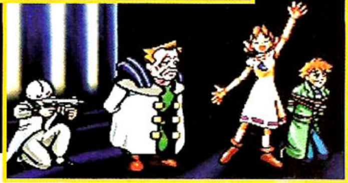


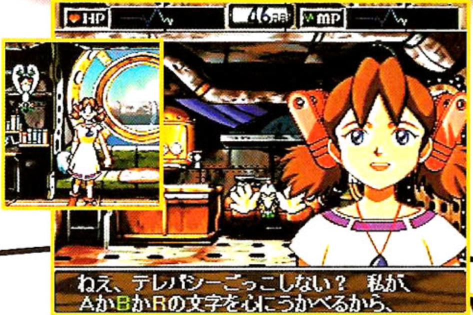
Since you can't control Josette directly, you'll need to use Bird, a special communications robot, to do the talking for you. In this scene, you instruct Bird to pick up a few items necessary for teaching Josette.





Later on in the game you'll discover that Josette holds a mysterious alien power. The vile empress of the Siliconian Empire will stop at nothing to steal this power and rule the world.




HP
46
MP
ねえ、テレパシーごっこしない？ 私が、
AかBかRの文字を心にうかべるから、

Josette will frequently pause the action to ask you questions. Your response can help or hinder her intellectual development.

making it tough for players to interact with her.

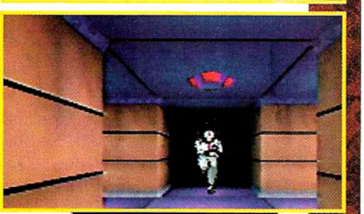
As you explore Colro Island, Josette will ask you questions. It's up to you to show her the difference between right and wrong.

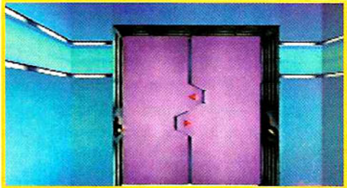
IN JAPAN

Unfortunately, your responses are limited to "Yes," "No," "I Don't Know," "Take This," and "Go Here." These succinct replies are often misconstrued, allowing an overeager Josette to jump to incorrect conclusions, creating hilarious and frequently frustrating situations. To further complicate matters, you must communicate all of your instructions through a flying robot companion named Bird. Since the game action is nonstop, you have to be quick about relaying your intentions to Bird, especially when Josette wanders into perilous situations.

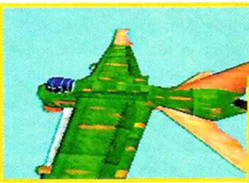
Wonder Project J2 has 25 areas to explore.

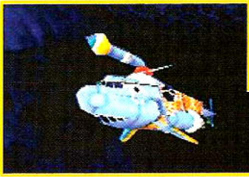
With the exception of three arcade areas, most levels are one room stages where Josette must solve problems and interact with her neighbors. As you progress in the game, you'll uncover an evil plot to take over the world hatched by the Siliconian Empire. If you've trained Josette properly, she'll find a way to foil the plan. Aside from guiding Josette through several 3-D mazes, players must passively watch the animated sequences unfold near the end of the game. Depending on your programming and patience, Josette will either save the world or create the kind of chaos that only a computer can produce.

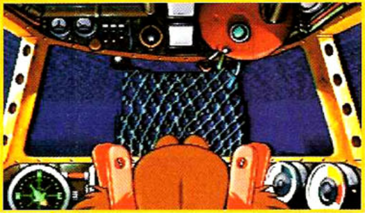




You can only watch the last part of the game unfold. If you've programmed Josette properly, she'll do everything right and save the world.







Josette needs to earn money, so you'll help her learn several new skills, including piloting a fishing submarine and flying a plane.

STRATEGY

HARVEST MOON™

Don't waste your time on a poor farm! This month's Epic Center shows you a vault full of strategies on how to become a rich rancher in Natsume's Harvest Moon. Just remember–Money won't buy you the happiest ending!

JUST GIVE ME MONEY- THAT'S WHAT I WANT

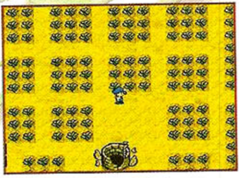
Your ending in Harvest Moon depends on how much happiness you find during your 300 days on the farm. Money won't buy you the happiest ending, but some aspiring—if not slightly grumpy millionaires—love to find ways to up their gold coin totals at the end of the game. With this in mind, we've put together the top secrets for turning your farm into a financial success.

Grow a Bumper Crop

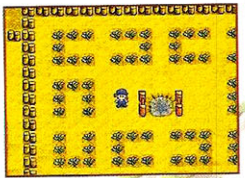
Time is money, especially when you have crops ready to be picked or seeds for planting. Pay close attention to your time on task, especially during the spring and summer. Since time stands still inside the hen house and cattle barn, make those buildings your first stops in the morning. Milk, brush and talk to your cows, then collect all your eggs and feed your chickens. You can complete both of these tasks before the clock can tick past 6:00 a.m. Next, spend your time in the fields picking as much produce as possible before the shipper arrives at 5:00 p.m. If you don't have produce to pick, gather berries, fruits, herbs or mushrooms in the nearby forest and stick them in the shipping bin. Never let a day pass without making money.

Plan Your Plots

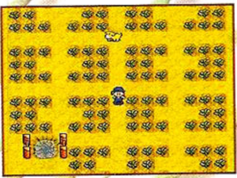
You should organize your growing areas so you can maximize your crop yield. If you build a 3x3 square, you won't be able to harvest the plant in the middle of the square. The skinny C-shaped, seven-crop plot allows for easy watering, but it will yield only seven crops in a 3x3 area. A fat C-shaped, eight-square plot is a little harder to water, but you will still be able to access all the crops, and you'll get the most money out of your initial investment. Build a fence around your garden to protect your produce from wild animals, but leave a path between your garden and the fence so you can pick all of your vegetables. Until you have a full grown horse, you'll want to plant your crops as close as possible to the shipping bin. Plant your grass in outlying areas around the farm.



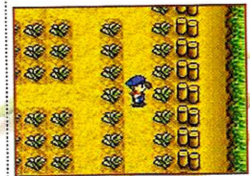
You can't water or pick the crops in the middle of a 3x3 square, but you can develop a strategy for designing your garden.



A seven-square crescent yields fewer vegetables than other plot designs, but it's easy to water with the sprinkler.



An eight-square crescent yields a large number of crops while allowing complete access to all your vegetables.



Traditional rows of produce are also easy to water, but only 2/3 of seeds you plant will grow, so your profit will be limited.

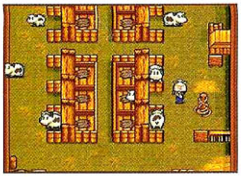
Run, Don't Walk!

Hold down your B Button to run from task to task. Running saves valuable time and doesn't deplete your character's energy supply. Every fifteen seconds of real time equals an hour in the game, so try to spend as little time as possible moving between your chores. And avoid the fences—jumping fences takes longer than running. The fewer fences you have to vault on your daily routine, the faster you'll get your work done.

Rake in the Mooola!

Your Dairy can be the biggest source of revenue on your farm, so milk your cash cows for everything they're worth. It takes 21 days for a store-bought cow to mature, but you'll spend twice as long raising your own calves. The sooner you can milk your cows, the quicker you'll turn a profit, so save time and money by purchasing all your cows at the Livestock Store. If the owner of the Livestock Store won't sell you a cow until you grow more grass, try selling him a few chickens. Unlike in real life, cows and chickens eat the same amount of food in Harvest Moon. Since cows can earn more money for you than chickens, it makes udder sense to keep more bovines than fowl. Finally, your cow produces more milk when she is happy. Talk to your cows and brush all of them each day when feeding them. A dairy full of contented cows will produce

4,200 gold pieces per day—that's 126,000 gold pieces each season!



A dairy packed with twelve contented cows will net you 4,200 gold pieces each day.

Nest Egg or Chicken Feed?

You need to buy only one chicken to start building your poultry empire. A full grown chicken produces one egg every day, provided you feed it and keep it out of the rain. You can sell the egg for 50 gold pieces or place it in the incubator and raise chicks. The only disadvantage to feeding chickens is that a full hen house consumes the same amount of food as a stable full of cows. The most you can earn from a coop full of eggs is a measly 600 gold pieces per day. You'll collect an additional 500 gold pieces for every chicken you sell, but this strategy reduces your egg revenue. Your best bet is to add chickens into your bottom line when you have an abundance of fodder to feed your flock.

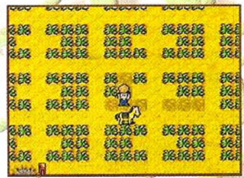
Social Life? What Social Life?

Your sprouting crops will keep you out of the town during the daylight hours most of the spring and summer, and most of the town will be asleep by the time the shipper arrives to pick up your produce. This isn't a problem if you're trying to date Eve, who works at the Inn during the evenings, but you'll be stymied if you try to meet anyone else. Weigh the costs of your gifts against your financial goals. If you're trying to become a millionaire, you must tend your fields late into the night. If you were married, your wife would leave you if you always came home very late. Players who want to go for the big bucks might be happier living the single life. Perhaps you can get married after you earn your first million.

If the shipper arrives just after you've picked a vegetable, he won't take it. Instead go to the Inn and give it to Eve as a gift.

A Horse! My Farm-dom for a Horse!

You'll find a foal during your first winter at your ranch. When your horse matures you'll be able to load him up with a saddle and saddlebags. Many players fail to realize that the saddlebags serve the same function as the shipping box. Instead of lugging all your produce to the shipping bin, load the vegetables into your horse's saddlebags. Now you won't have to waste your time running between the shipping box and your fields all day long.



Your saddlebags serve the same purpose as the shipping box. This item cuts down on the time wasted running across the fields.

DIARY OF A MILLIONAIRE: THE FIRST YEAR

Monday, 1st Day of Spring—Spent entire day meeting new neighbors. No way to get around it.

Tuesday, 2nd Day of Spring—Planted radishes and grass, cleared entire parcel of land in one night!

Wednesday, 3rd Day of Spring through Saturday, 6th Day of Spring—Ran to the forest and picked wild grapes and herbs, then bought seeds whenever I had money. Watered crops and tilled fields at night.

Sunday, 7th Day of Spring—Harvested first radish crop! I did the math and found out that potatoes make more money than radishes, so I'm going to concentrate on growing potatoes for the rest of the season. Started saving up for a cow.

Monday, 14th Day of Spring—Bought first and only chicken. I'll raise the rest. I have a field full of potatoes now.

Thursday, 18th Day of Spring—Used revenue from potatoes to buy my first cow! I also bought a brush, but I'll wait until my cow matures before I spring for a milking machine.

Tuesday, 23rd Day of Spring—Today was the Flower Festival, but I didn't spend a lot of money trying to impress people. One bottle of perfume is quite a chunk of change, and I'm saving up for another cow.

Wednesday, 1st Day of Summer—Went to Flower Shop and purchased corn and tomato seeds. Stayed up late and planted and watered every seed I bought. The sooner I get these crops growing, the more money I'll earn!

Friday, 3rd Day of Summer—The Livestock Store keeper won't sell me any more cows until I grow more grass. I spent a silo full of cash on grass seed at the Flower Shop.

Friday, 10th Day of Summer—Harvested first tomato crop. Watered the plants I picked so I'll get another batch of tomatoes growing soon.

Monday, 13th Day of Summer—Harvested first corn crop, and my tomatoes are ready to pick again! I'm spending all my daylight hours in the field.

Monday, 20th Day of Summer—Bought a Sprinkler at the Hardware Shop! Now it takes less time to water my plants, but I still spend all the daylight hours picking produce, so I'll use the sprinkler at dusk.

ARE SPUDS THE DUDS? THE MATH FACTS

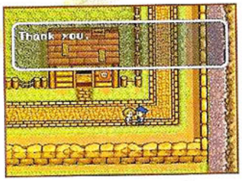
So if the shipper pays you more for potatoes than for radishes, you'll earn the more money just growing tons of potatoes each spring, right? Yes and No. It takes four days for radishes to grow big enough to be picked. It takes nearly a week for potatoes to grow. In a 30-day season, you'll harvest radishes seven times. During the same period of time you'll barely harvest your potatoes five times. While radishes gross 5% more in revenue than potatoes, the seeds for each vegetable cost the same. Your radish profit melts away when you add in the cost of buying your extra bags of seeds. When you figure in the expenses, potatoes give you a net profit of 11% over radishes. Spuds are the veggies millionaires bet their money on in the spring. Ready for more fun farming facts? The chart to the right outlines the gross profits for one season's worth of earnings on an eight-square area.

VEGETABLE	RADISHES	POTATOES	TOMATOES	CORN
GROWING TIME	4 DAYS	6 DAYS	10 DAYS*	13 DAYS*
HARVESTS PER SEASON	7	5	7	6
EIGHT-SQUARE GROSS	480 GP	640 GP	800 GP	960 GP
SEASON GROSS	3,360 GP	3,200 GP	5,600 GP	5,760 GP
SEASON NET	1,960 GP	2,200 GP	5,300 GP	5,460 GP

*If you keep watering your tomatoes and corn, you can pick more veggies every three days.

Pick Your Poison

During the fall you'll find a variety of mushrooms in the nearby forest. The shipper will pay 150 gold pieces for normal fungi, but he'll pay even more if you pick poison mushrooms. You can find a poison mushroom in the lower right corner of the forest. Unlike their healthful counterparts, poison mushrooms have yellow warts on their tops. If you run fast enough, you can stuff three poison mushrooms into the bin before 5:00 p.m. Picking three poison mushrooms each day adds 600 gold pieces to your coffer.



Sell poison mushrooms to the shipper for 200 gold pieces. Your girlfriend likes to cook the normal mushrooms. Save these for her.

Cut your Costs

You'll save money if you trim the corners on your overhead costs. Monitor your grass seed expenditures. Your silo will hold a maximum of 999 bales. If your dairy and chicken coop are at full capacity, you'll need 832 bales to get through the winter. Grass seed is the most expensive item in the Flower Shop, so don't waste money buying more than you need. Don't waste your money on unnecessary items. Money doesn't grow on trees, so you probably shouldn't give 20,000 gold pieces to the rough looking guy wearing a black mask who shows up trying to sell you a money tree. Use common sense when you make your purchases. If you don't see a profit potential, don't buy the item. Another way to save money is to remain unmarried. Staying a single guy means that you won't have to order the Super Deluxe Log Home, which will save you 15,000 gold pieces. Single guys can stay out as late as they want to, too. If you're planning on getting married, you can use some thrifty dat-

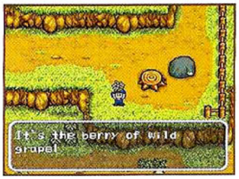
Feed
170piece
Mow grass to make more feed.

Don't buy more grass seed than you need. Your silo can hold 999 bales.

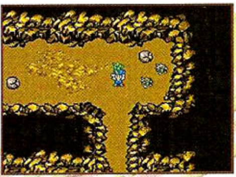
FORAGING IN THE FOREST– YOUR BOTTOM LINE

Item	*Profit*
Spring	
Cave Herb	200 Gold Pieces
Fish	200 Gold Pieces
Wild Grapes	150 Gold Pieces
Summer	
Cave Herbs	200 Gold Pieces
Fish	200 Gold Pieces
Southern Fruits	150 Gold Pieces
Fall	
Cave Herbs	200 Gold Pieces
Fish	200 Gold Pieces
Mushrooms	150 Gold Pieces
Poison Mushrooms	200 Gold Pieces
Moon Flower*	600 Gold Pieces
Winter	
Cave Herbs	200 Gold Pieces

***One Moon Flower will grow only between the 10th and the 12th of Fall.**



The forest has the gifts you need for free! You can find something here year-round.



Cave Herbs continue to grow throughout the winter. It is the only produce that grows all year.

ing strategies without looking like a total tightwad. Never buy a cake or purchase flowers. If you want to give your date flowers, pick them in the forest. Don't waste your money on the Flower Festival perfume. You can make the same impression by giving your girlfriend seven or eight gifts you find in the forest. The forest has everything you'll need to make her happy throughout the year. Pick flowers in the spring, southern fruits in the summer, mushrooms in the fall, and cave herbs in the winter. Your girlfriend will be grateful for any gift from the forest except poison mushrooms. Do not use the crops in your fields as gifts, since this reduces your earnings potential. If you're trying to win Eve's favor, you can deliver any leftover harvest to her at the Inn at night. You can also take gifts to Erin here during the spring and fall. Your dates won't care how much you paid for your gift–it's the thought, not the cash, that counts. After you're married, you'll need to keep providing daily presents to make your wife happy, especially if you plan on having kids. Frugal farmers find that trips to the forest expend valuable time, especially since all their chores must be done before sunset. If you have to cut into your daily revenue to find a gift, the least expensive gift you can bring your wife is an egg. Eggs produce the lowest amount of revenue on your farm. Since the chicken coop is close to your house, you'll hardly spend any time running between the buildings. Money can't buy you happiness, but an egg a day will.

Tuesday, 28th Day of Summer–It's almost the end of the season, and I have more crops than I can possibly pick in a day. Since corn is my biggest cash crop in the field, I'll pick all of it before I harvest my tomatoes.

Wednesday, 29th Day of Summer–I went to the Flower Shop, bought a ton of grass seed and planted it today. Grass grows in the spring, summer and fall, but I just learned that I can't plant it during the fall or winter.

Thursday, 30th Day of Summer–The Shipper just collected the last harvest of the year. I gave all of my remaining vegetables to Eve at the Inn. I think she really likes me!

Friday, 1st Day of Fall–The harvest is over. I'm selling most of my chickens to the Livestock Store. Not only will this give me additional revenue, but it will cut down on the consumption of my silo supply so I can buy more cows.

Thursday, 7th Day of Fall–I'm taking care of my cows and chickens in the mornings and picking poison mushrooms the rest of the day. In the evenings I cut grass so I'll have plenty of food in my silo this winter.

Monday, 11th Day of Fall–Found a Moon Flower today! It's worth 600 gold pieces!

Tuesday, 12th Day of Fall–Went to the Harvest Festival. I was supposed to bring some sort of food to the gathering, so I saved money by picking mushrooms on my way to the town square.

Sunday, 1st Day of Winter–Snow blankets all of my fields and I can't harvest any more grass until spring. I own twelve cows, which means that I'll need 360 bales of grass to feed my herd this winter. I sold some more chickens to cut down on feed consumption. Found a foal today!

Tuesday, 2nd Day of Winter–After I milk and feed the cows and chickens, I head for the cave in the forest to collect herbs. If I found a shortcut, I might be able to squeeze in three trips to the shipping bin before sunset.

Saturday, 7th Day of Winter–There was an earthquake today! My farm is a mess and I'll spend all my evenings mending fences, but I did find a new shortcut to the forest cave–and all I had to do was tell the truth!

Monday, 30th Day of Winter–Tomorrow is the first day of spring, and I'm ready to have my most profitable season ever. After the News Year's celebration, I'll run to the store in the morning and buy enough potato seeds to keep me planting until summer.

The Moon is Rising!

The folks down at the Natsume ranch are wrapping up the translation of Harvest Moon, so the game should be on its way to stores by the time you read this. We've had a ton of fun previewing this game, and we're sure you'll spend a bushelful of hours playing it. If you're looking for additional farming strategies, check out the Epic Center review of Harvest Moon in Nintendo Power Volume 94.

CLASSIFIED INFORMATION

0428 6211 4342 0680

MEMBER IDENTIFICATION #

TUROK

DINOSAUR HUNTER

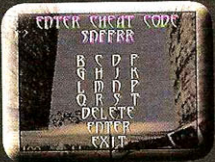
Fun Passwords and Cheats

If it's Tuesday and laser-toting raptors are dogging your heels, then it must be Turok: Dinosaur Hunter! The following passwords allow you to access some fun effects. To use them, first highlight the Enter Cheat option on the Options screen and press A to make the Password screen appear. Use the Control Stick and the A Button to type in a password, then highlight Enter and press A. If the password is valid, a message will appear telling you that a specific cheat has been activated. Press A to return to the Password screen. You may now use the Delete command to clear the screen and enter another password. You may enter as many passwords as you wish. When you're done, highlight Exit and press A to return to the Options screen.

You'll now see a new Cheat Menu option. Highlight this option and press A. A list of all the cheats you activated will appear. Highlight each one and press A to turn them on and off. Keep in mind that some cheats may not work together.

Disco Mode

To activate the Disco Mode, enter SNFFRR as your password. This duplicates the effects of the Spiritual Invincibility item and causes all enemies to dance in place!

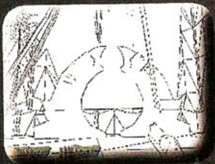


ENTER CHEAT CODE
SNFFRR

B C D F
G H J K
L M N P
Q R S T
DELETE
ENTER
EXIT

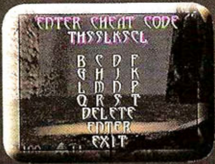
Pen & Ink Mode

The Pen & Ink Mode erases all of the surface texture and color off the game's graphics, leaving a "wire frame" behind. To activate this mode, enter DLKTDR as your password.



Spirit Mode

Spirit Mode grants you invincibility and slows down the game's action. To activate this mode, enter THSSLKSCL as your password.

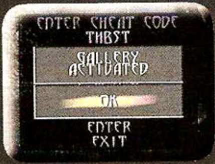


ENTER CHEAT CODE
THSSLKSCL

B C D F
G H J K
L M N P
Q R S T
DELETE
ENTER
EXIT

Gallery, Pt. 1

To see a "rogue gallery" of the enemy characters, first enter THBST as your password. Now access the Cheat Menu, highlight Gallery and press A.



ENTER CHEAT CODE
THBST

GALLERY ACTIVATED

OK

ENTER
EXIT

Gallery, Pt. 2

You'll now be able to scroll through a roster of the game's villains. Use the Control Stick and various buttons to zoom in, zoom out and rotate the figures. Press Start to exit.

PAIGNERS SERGEANT

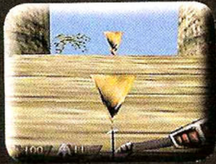
Credits

To watch the credits cinema scene, first enter FDTHMGS as your password. Access the Cheat Menu, highlight Credits and press A. Press Start to return to the Cheat Menu.

EXECUTIVE PRODUCER
SMITH BOYLAN
PRODUCER

Look For More

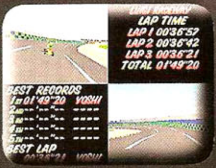
The game will award you other password cheats for accomplishing certain tasks. Concentrate on finishing the game and collecting items and see what happens...!



Bust the Ghosts

Mario Kart 64 is home to three very speedy spectres. To make the special Course Ghosts appear, complete Time Trial runs on the tracks below. If you meet or beat the times indicated, a Course Ghost will challenge you on your next run.

Course	Time
Luigi Raceway	1:52.00
Mario Raceway	1:30.00
Royal Raceway	2:40.00



LAP TIME
LAP 1 00'36"57
LAP 2 00'36"42
LAP 3 00'36"21
TOTAL 01'49"20

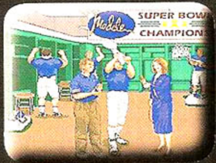
BEST RECORDS
1st 01'49"20 YOSHI
2nd --'--"-- ----
3rd --'--"-- ----
4th --'--"-- ----
5th --'--"-- ----
BEST LAP

Complete a Time Trial run at or below the time indicated.

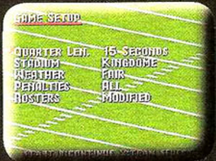
Now you'll have some ghostly (but tough) competition!

Super Bowl Win & Short Quarters

To see a generic version of the Super Bowl win screen, press A, Y, A, Y and the L Button on the Game Setup screen. If you'd like a really quick game, highlight the Quarter Length option on the Game Setup screen and press Y, A, Y, A and the R Button. The quarters will now be set at 15 seconds!



You can revel in the glory without throwing a single pass.



GAME SETUP
QUARTER LEN. 15 SECONDS
STADIUM KINGDOME
WEATHER FAIR
PENALTIES ALL
ROSTERS MODIFIED

With short quarters, it will be really tough to score.

Play As Other Characters

Here's a simple code that will allow you to play as other "friendly" characters in the one-player Vs. Mode. After you complete a stage, press and hold X and Y during the cinema scene. A Player Select screen will appear before the next match begins. You may now select any character you've rescued so far. If you use any character other than Yoshi and lose the match, that character will disappear from the Player Select screen. After you enter the code, the Player Select screen will appear automatically before every match.

You'll be able to play as any character you've rescued.

If you lose a match, you'll lose that character.

Slippery Floors

Here's a code you've probably activated from time to time, but you may not have known exactly how you accomplished it. To make the court slippery, press the A Button seven times on the Matchup screen. This code gives the phrase, "Getting waxed," a whole new meaning!

TODAY'S MATCH-UP
BC
Vs
ILLINOIS

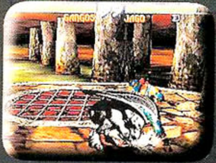
You won't have any indication that the code has been entered correctly...

...until the game starts, that is. You won't make the playoffs with footwork like that!

Gargos Galore

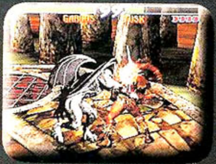
We have a few more goodies on tap for everyone's favorite gargoyle. Gargos doesn't have many combos, but then again, he doesn't need 'em!

Openers



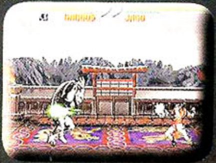
To open a combo, use a Dash (Forward, Down-Forward, Down, Down-Back, Back and Medium or Fierce Kick) or a Pounce (Back, Down-Back, Down, Down-Forward, Forward and Fierce Kick).

Link/Press/Throw



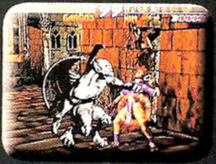
A single move doubles as Gargos's Linker and Pressure Move: Forward and Fierce Kick. To throw an opponent, move in very close and press Forward and Fierce Punch.

Breaker/Through



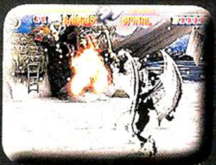
Use the Claw Uppercut (Forward, Down, Down-Forward and Fierce Punch) to break an opponent's combo. Use the Pounce move (described above) to sail through a projectile attack.

Sample Combo 1



For a four-hit Super Combo, start off with a Medium Kick Dash as your Opener, followed by a Quick Punch or Quick Kick Auto Double and topped off with a Claw Uppercut as the Finisher. Short but sweet!

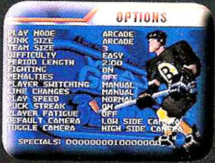
Sample Combo 2



For a slightly longer combo, try this formula: Pounce + Medium Kick or Medium Punch + Claw Uppercut. Once you have this down, try to build longer combos by adding in a Linker and then another Auto Double.

Fight!

It wouldn't be pro hockey without a little rough stuff down on the ice, but this is ridiculous! To guarantee that tempers will flare, go to the Options screen, hold the L Button and press the following buttons: right C, left C, left C, right C, bottom C, top C, top C, bottom C, left C, right C, right C, left C, right C and left C. Now start your game as usual. If you entered the code correctly, the players will fight almost constantly. Just trip or check an opponent to get things rolling!

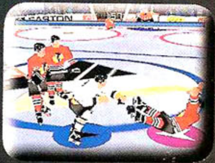


OPTIONS

PLAY MODE ARCADE
RINK SIZE ARCADE
TEAM SIZE 3
DIFFICULTY EASY
PERIOD LENGTH 2:00
FIGHTING ON
PENALTIES OFF
PLAYER SWITCHING MANUAL
LINE CHANGES MANUAL
PLAY SPEED NORMAL
PUCK STREAK ON
PLAYER FATIGUE OFF
DEFAULT CAMERA LOW SIDE CAMERA
TOGGLE CAMERA HIGH SIDE CAMERA

SPECIALS: 0000000010000000

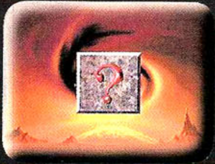
A message will appear if the code is entered correctly.



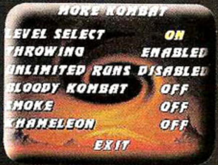
Oh, it's just another day in the NHL...or is it?!

Double Menu Code

Back in the Volume 92 Member's Only Special, we printed two codes that will give you access to two special option menus. This code will give you access to both of these menus at once. As the text on the demo screen scrolls by, press Block, HK, LK, Run, LP, HP, HP, HP, LP and LP. You'll hear a voice say, "Uh-huh," if you enter the code correctly. Now you may go to the Options screen to access the new menus.



The new menus will appear as question mark icons.



MORE KOMBAT

LEVEL SELECT ON
THROWING ENABLED
UNLIMITED RUNS DISABLED
BLOODY KOMBAT OFF
SMOKE OFF
CHAMELEON OFF

EXIT

You'll be able to turn up the juice in more ways than one!

CLASSIFIED INFORMATION

NBA HANG TIME

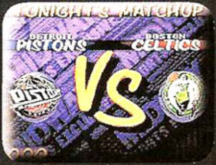
Multiple Cheats and Codes

First, an apology. There's been some confusion over which codes work with the Super NES and N64 versions of NBA Hangtime. Here are all the codes we have for the Super NES version. Except for the Team Photo code, all codes are entered on the Matchup screen, and some work only in Two-Player mode. Tune in next issue for N64 version codes!

120	Fast Passing
273	Stealth Turbo Meter
284	Maximum Speed
390	No Pushing Allowed
461	Unlimited Turbo
552	Hyper Speed
616	Maximum Blocking
709	Quick Hands (Maximum Steal)
802	Maximum Power
937	Legal Goal Tending

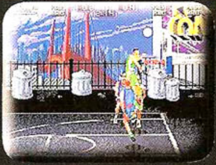
Power Special

For a combination of Unlimited Turbo, Hyper Speed, Max Block, Max Speed and Fast Passing, press Up, Right, Down, Left, Start, A, B, Y, X and Select.



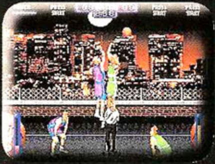
City Court

If you'd like to play a pick-up game far away from the cameras and the crowds, press Down + B, Down, Down + A, Down, Down + X, Down, Down + Y and Down.



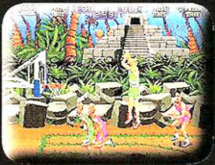
Rooftop Court

If you prefer a more dramatic setting, head to rooftop court by pressing Left, Left + Y, Left and Left + Y.



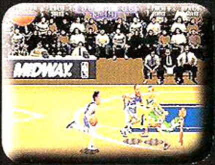
Jungle Court

To head to the jungle, press the L Button, the R Button, Select, Start, Up, Down, A, B, Y and X.



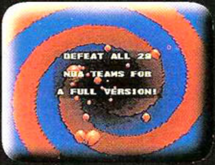
No Tag/No Assist

Press Left, Left, B and the R Button to switch off the Tag Arrows. To turn off the Computer Assist option, press Right, Right + B, Right, and Right + B.



Championship

To see a "cheat" version of the Championship screen, press Start, Y, Right, A, B, Up, Start, Up, Down, Down, Start, the L Button, A, Down and Down.



DEFEAT ALL 29
NBA TEAMS FOR
A FULL VERSION!

Team Photo

To see a photo of the NBA Hangtime development team, enter "Funcom" as your name and "1993" as your PIN.

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
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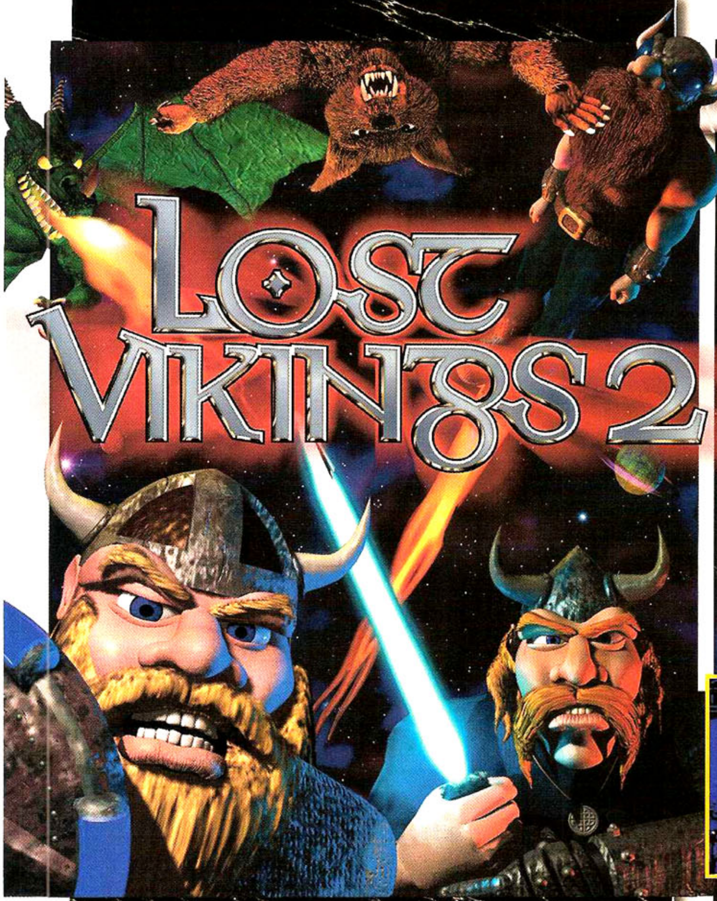
P.O. Box 97033
Redmond, WA
98073-9733



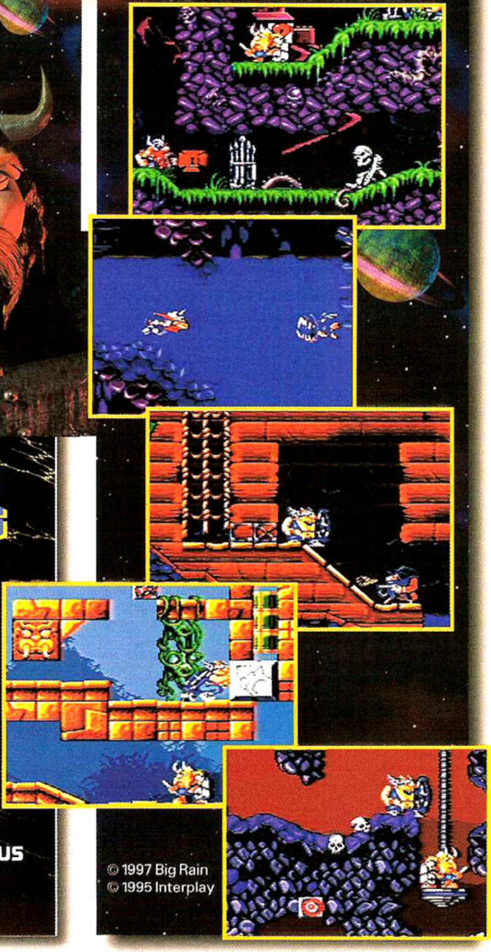
LOST VIKINGS 2

THANKS FOR THE PICKLED HERRING

Erik, Baleog and Olaf—those bumbling Vikings—have returned to the Super NES only to find themselves lost in time and space once again. Thanks to Interplay and a new publisher, Big Rain, action/puzzle fans will have 31 new stages of Viking adventures to master and two new characters who join in the fray. So grab your shield, toss a spear and a barrel of pickled herring in the longboat, and get ready to set sail for hilarious hijinks with The Lost Vikings 2.

NO DONUTS

Olaf's prodigious appetite, and suspect reading skills, doom the three Vikings to a second adventure when he misreads a "Don't Touch" sign. As a result of pushing the button beneath the sign, Olaf and his Viking mates end up in Transylvania, and they don't get any donuts. In order to return to their own epoch and ship, the Viks must puzzle their way through 31 stages in five time periods. And all the while, the evil Tomator is hot on their trail, thirsting for revenge.



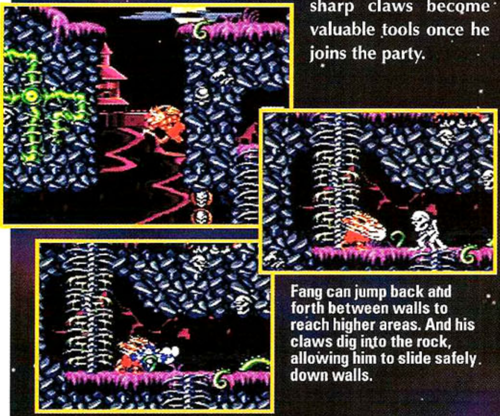
© 1997 Big Rain
© 1995 Interplay

LOSING A VIKING

The Vikings just don't seem to be able to stay together. Malfunctioning Time Machines and incompetent helpers often send one Vik off to a different place. When this happens, the third spot is filled with a new character.

FANG

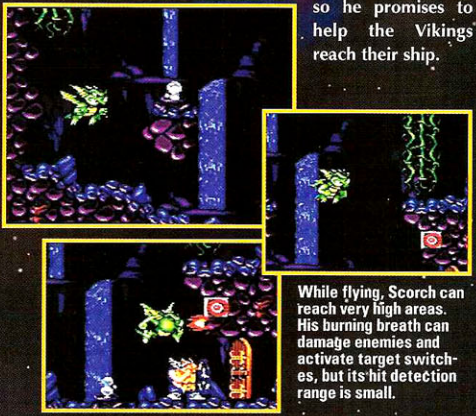
Fang the wolf (who should not be mistaken for a deer or a platypus) joins the Vikings in Transylvania where he has been trapped in a cave. His great skill at jumping, and his sharp claws become valuable tools once he joins the party.



Fang can jump back and forth between walls to reach higher areas. And his claws dig into the rock, allowing him to slide safely down walls.

SCORCH

In the world of fantasy, the Vikings team up with Scorch, a fire-breathing, flying dragon. Although Scorch has never lived by the sea, it seems that he would like to check it out, so he promises to help the Vikings reach their ship.



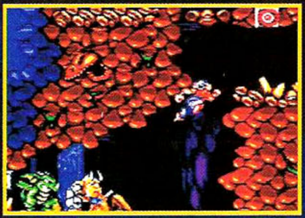
While flying, Scorch can reach very high areas. His burning breath can damage enemies and activate target switches, but its hit detection range is small.

NORSE MODES

The Norsemen each have special new modes and moves to help you solve a range of puzzles. You'll learn how to use most of the modes in the first world, Transylvania. After that, you'll have to experiment.

ERIK

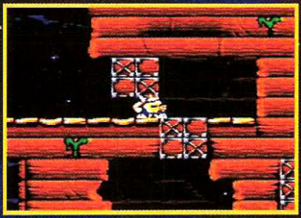
With his jet boots firing, Erik can reach high ledges and areas. He can smash walls with his helmet, as well. The helmet also acts as a scuba mask so he can swim.



Jet-powered jumps help Erik reach the heights. He can head-butt overhead objects as well as walls.

OLAF

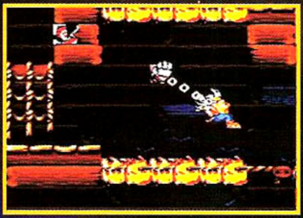
Olaf's shield allows him to block attacks and glide through the air. He can shrink, as well. A blast of Olaf's gas gives him a short boost and it can vaporize blocks beneath him.



Olaf can get small and pass through tight spaces, and he can destroy floor blocks with a well-placed toot.

BALEOG

Fierce Baleog attacks with a sword or his bionic arm. The arm can extend to pick up objects or to act as a grappling hook when there is a crystal present.



Baleog swings over fire and other hazards with his bionic arm. The same arm can be used to attack enemies.

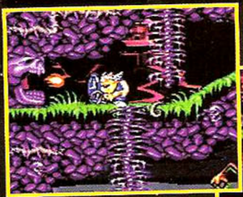
TRANSYLVANIA

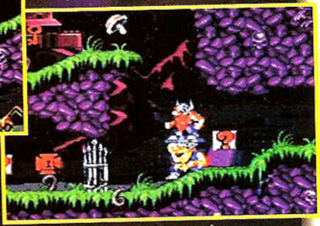
Bat Wing

Eyeball

Mushroom

The seven stages of Transylvania serve as training areas for the Vikings. Messages along the way teach the basics of Viking control and are designed to ease you into the puzzle-solving element of the game. In each area, you must collect the three objects shown to the right: a wing, an eyeball and a mushroom. A friendly witch uses these items to concoct a magic spell to send the Vikings back to the Time Machine. The spells never work, of course. Although our map coverage doesn't begin until the later worlds, you might run into trouble in Transylvania. Keep each character's special abilities in mind when you face an obstacle. When in doubt, send Olaf first to block attacks.





Olaf can block fire from in front or above while his companions move safely beyond the danger. The Vikings can stand on Olaf's shield, as well.

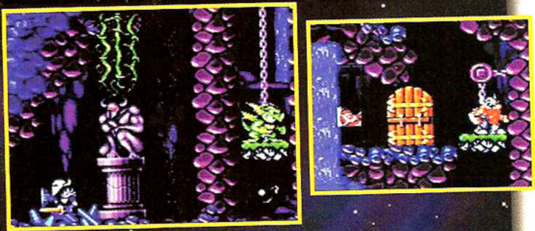
FANTASY

Egg

Wand

Scroll

The second world is filled with knights and dragons and the first truly trying puzzles. In some stages, you'll use Scorch or Fang when one or another of the Vikings has been lost. Although the really tough areas are to be found in the Jungle and Future areas, here are a few tips to keep you going in the second world. In the third stage, Erik must butt the stones from the left to get the Gray Key. Once a bridge is in place over the spikes, you can bash the stones. In the fourth area, use Fang to make repeat jumps up the chimney above the spikes. His first jumps takes him to the upright bridge. In the final stage, use Olaf to block the attacks of the knight and wizard above the double geysers. Then, bring Baleog in behind Olaf to attack them.



Once you have all the items in the second stage, you still need to get the bomb that is at the bottom of the shaft far to the right. Use Scorch to fly down to the bomb and Erik to counterbalance the pulley.

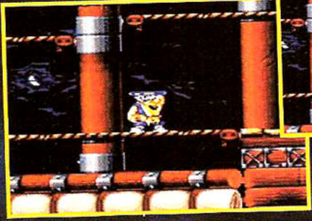
PIRATE SHIP

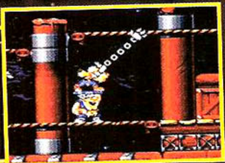
Tarot Card

Crystal Ball

Diamond

The puzzles really begin to burst brain cells in this world. Cannons are firing, parrots are squawking, and a crew of ornery mates will shiver your timbers if they get the chance. Fortunately, our Vikings know their way around a ship. But if you're not careful, they'll be swinging from the rigging and walking the plank. The following tips should keep you high and dry. In the second stage, Olaf must take a running start and use gas to jump the higher gap between ship areas and reach the gypsy. In the third stage, Erik must jump off Olaf's shield in the elevator shaft, then jump up to the top of the elevator to remove the chain and allow Baleog to come down.





If Baleog is to reach this crystal in the first stage, he must be standing on Olaf's shield. Many puzzles require teamwork.

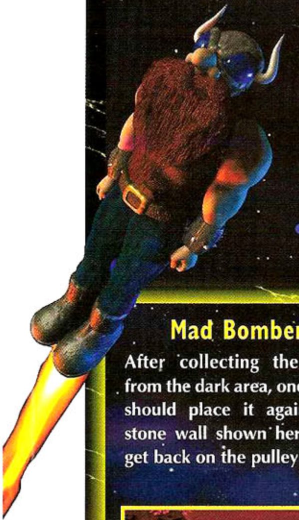
THE JUNGLE

Tusk
Skull
Doll

Dark mysteries await the Vikings in the six jungle stages. The maps and tips on the next few pages will make the difficult passages in The Jungle and The Future worlds much easier, but we didn't have space to cover every switch and pulley. One of the new dangers you'll face here is the darkness. If you have a torch, you'll be able to light up the dark areas to continue your quest. In other areas, you must perfectly time jumps past flaming jets. Oh, the horror, the horror.

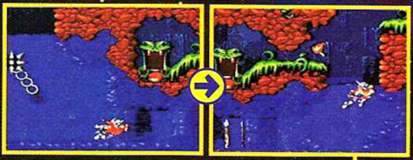
Heart of Darkness

Ah, the horror of the dark jungle. In the first area of the Jungle, the Vikings must collect their mojo tribute of tusk, voodoo doll and skull.

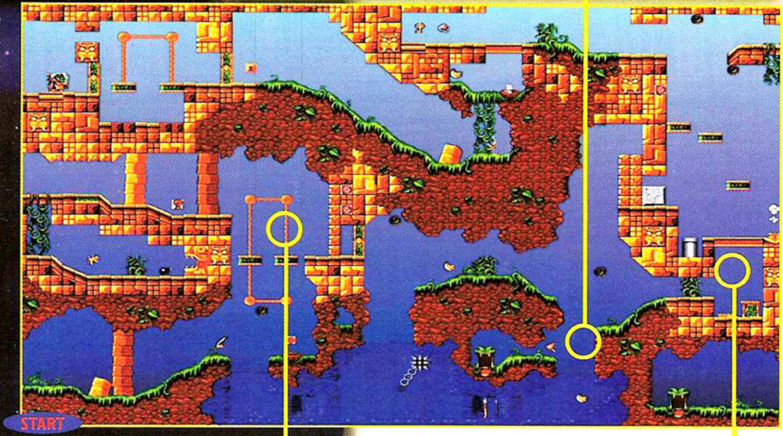


Torching It

To get the bomb that blasts the wall to the right of the pulley lift, you need a torch so that you can see in the dark. Erik can swim to the torch and return it to Baleog or Olaf.

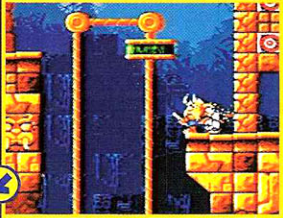


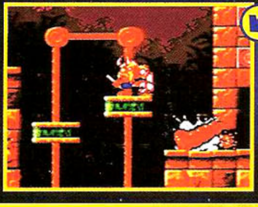
The two dangers Erik faces are the mace and the spikes. Speed up his breaststroke by pushing the B Button.



Mad Bombers

After collecting the bomb from the dark area, one Viking should place it against the stone wall shown here, then get back on the pulley lift.

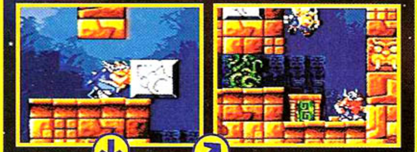


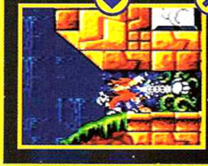


After placing the bomb, run away and watch it blow. Next Baleog must use his bionic arm to hit the two target switches above the platform. Only while riding the pulley lift will Baleog be able to line up the shot.

Up and Away

How do you get past the beam above the spring blocks? Olaf starts it all by gliding down to the cave with the transporter.

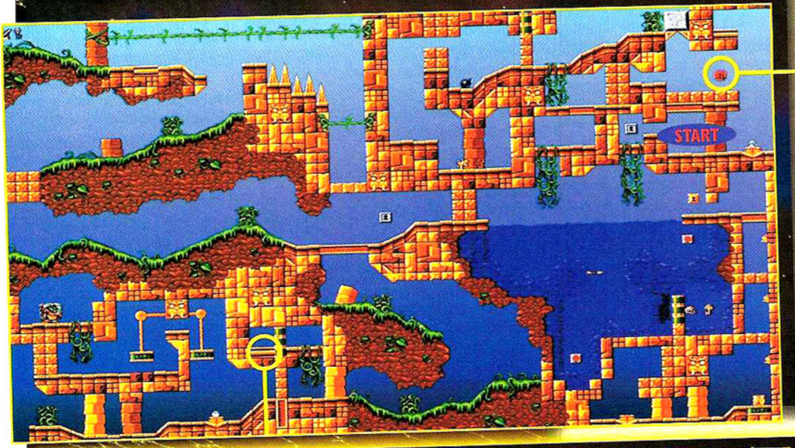




Olaf takes the transport to the top of the blocks, gases them, then pushes the gray stone onto the switch below, which removes the beam. Now you can use the geyser to jet Olaf and Baleog upward.

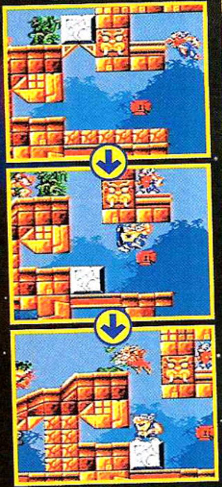
Hard Times

Fang isn't happy to find himself deep in the jungle, but he'll play an important role in helping the Vikings get through stage two.



Drop the Block

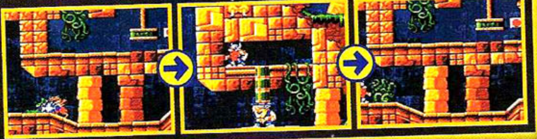
Erik can reach the trigger block near the beginning to drop the gray block.



Erik jet jumps to the trigger switch. Olaf destroys the lower layer of blocks. Fang jumps up to attack the enemy above.

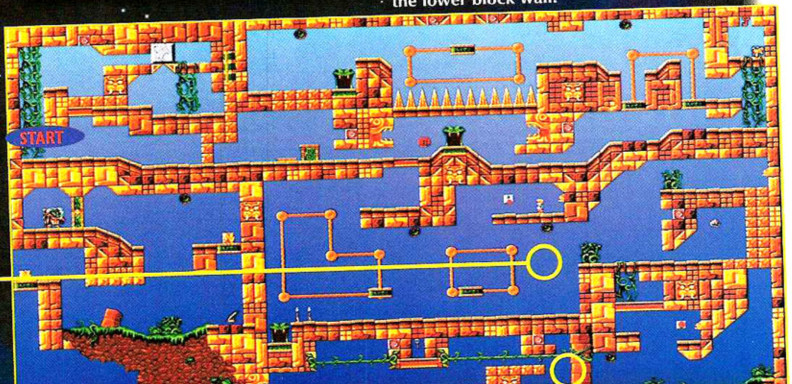
The Old Switcheroo

Fang hits the plant and runs back to the switch. Erik sprints from the switch to get past the plant.



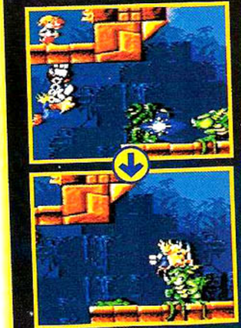
Harder Times

It doesn't get any easier in this stage. Right at the start, Olaf must push the gray stone beneath the green gate after Scorch bombs the lower block wall.



Burn for Baleog

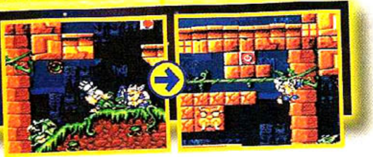
While Baleog swings from the closest crystal to the plant, Scorch burns the plant. Quickly switch to Baleog and swing over to the ledge.



Scorch lets loose his fire from the far side of the plant. Now it is safe for Baleog's leap.

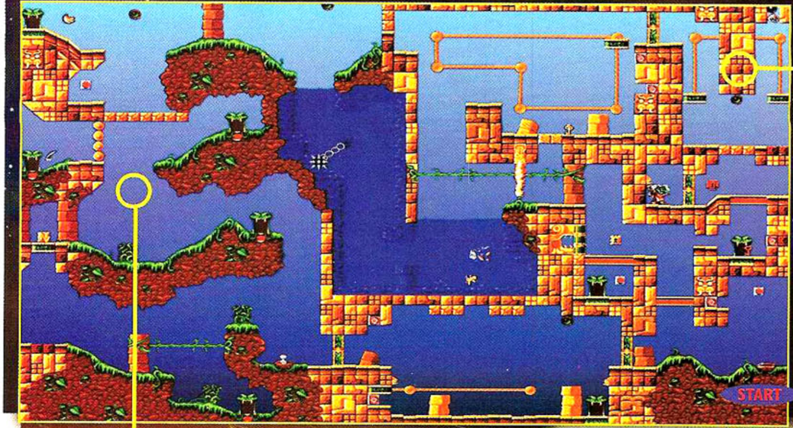
Hangin' With Baleog

Baleog swings from the crystal until he can jump to the rope. Standing on the rope, he can reach the target switch with his bionic arm.



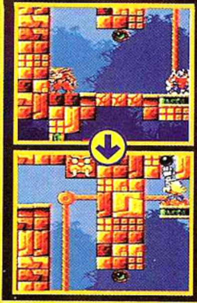
Lost With Wolf

Fang returns for another interesting round of brain teasers. Try to keep your team together as they move through this level.



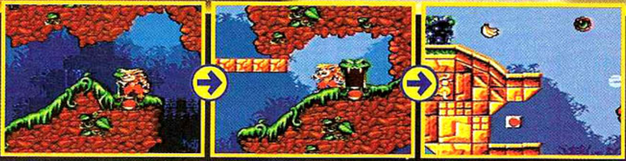
He's Not Heavy

Baleog can be lifted up to the top of the map if Fang and Erik counterbalance him on the opposite pulley.



Fang's Lead

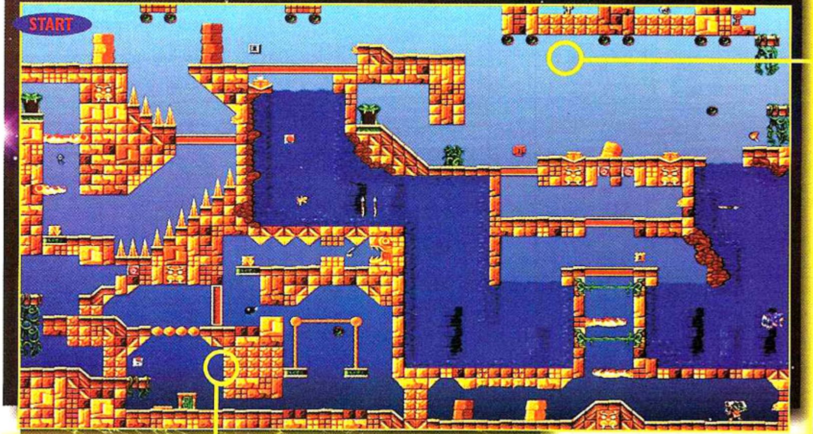
Fang helps his pals by making a multiple jump up to the elevator. Then go to the warp.



Erik can head-butt the blocks above so the bridge switch is accessible.

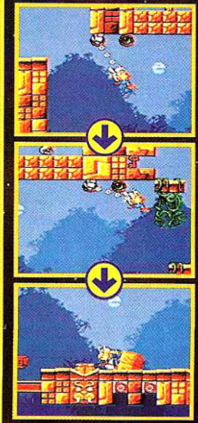
Boy Oh Boy

Baleog swings into action in this level, along with Olaf and Erik.



Swing High

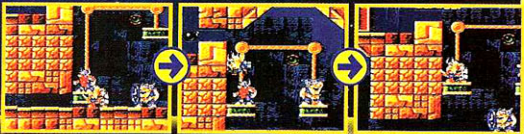
Baleog swings from the crystals to reach the Red Key, then hits the target switches below.



The target switches activate geysers. Use Erik to jump from the geysers to the items above.

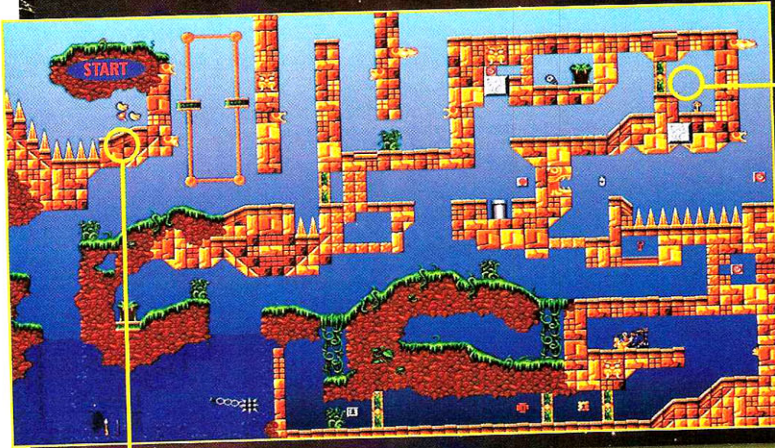
Baleog The Bomber

Only Baleog can reach the bomb. Leave the bomb and jump off the pulley at the last second.



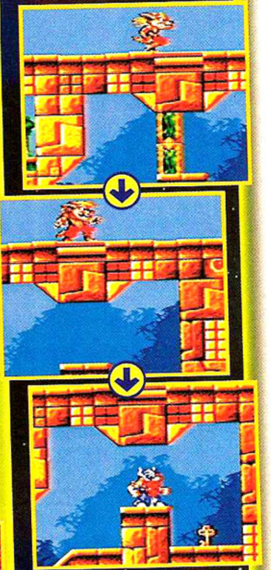
Homeward Bound?

Flaming statues and sharpened spikes make the going brutal for Erik, Scorch and Fang in this final level of the Jungle. It's a challenge just to stay alive.



All For One

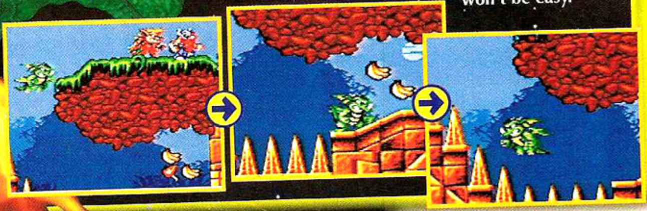
After using the transporter to open the double green doors, Erik can move below Fang to light the way. He'll also be prepared to get the Gold Key.



With Erik in position below, Fang can move to the floor switch that opens the doors that lead to the Gold Key.

Fancy Flying

Scorch has a tough task ahead. First, he must glide down to retrieve the torch, then he must fly back up to his companions. There's no trick to it, but flying back won't be easy.



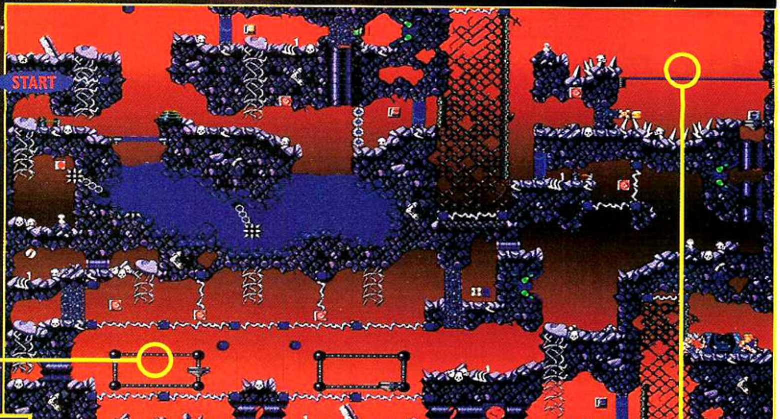
THE FUTURE

Battery Circuit Board Disk

The future is the end of the journey for the Lost Vikings and their friends. Your mission is to find missing transporter pieces for a future rebel named Conroy. To make your way through the base, you'll need to find Key Cards and electrical switches of many types, including laser beams. Instead of fire, streams of electrical current block many paths, and some areas have force beams that pull you toward your doom. In the final two levels, you'll have repeated battles with Tomator before you finally get to go Home.

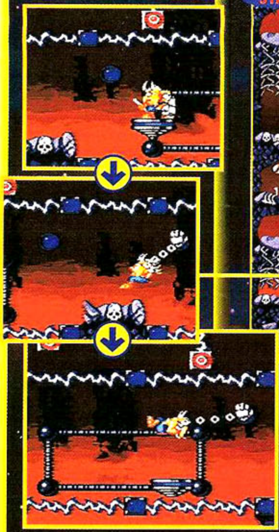
Shock Treatment

Erik, Baleog and Olaf help you get over future shock in the first level. Just remember to not feed the aliens.



Baleog's Ride

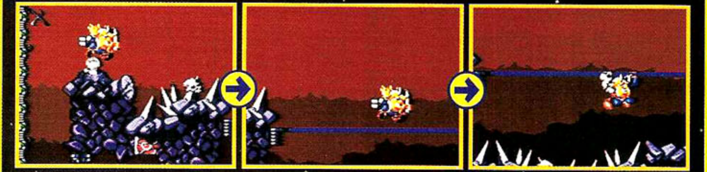
Baleog must ride the platforms and hit the target switches overhead then swing between the crystals.



Swinging in this area is made doubly difficult by currents of electricity. Take out the robot before swinging.

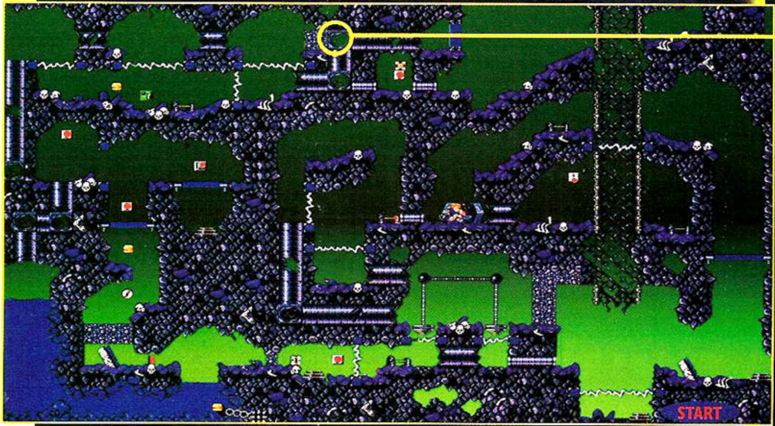
The Blue Beam

Once Olaf blocks the green beam below, Baleog can hit the target switch that extends the blue beam.



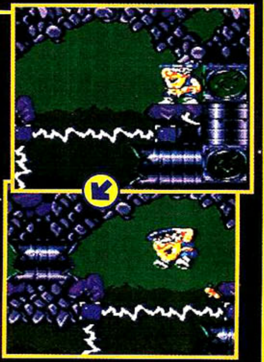
Tunnel Vision

Erik, Fang and Olaf team up for fun on this level. This future world may be in ruins, but at least they still have cheeseburgers. Olaf leads the way.



Powered Flight

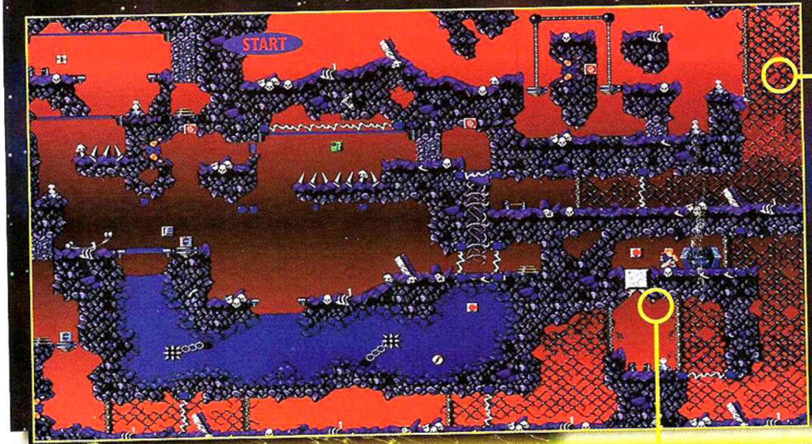
Although it may not seem possible, only Olaf's gas-powered flight will make it across the gap.



Once he floats across, Olaf can stand in the beam that switches off the electrical current.

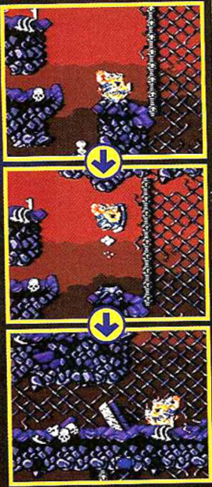
Heck?

The three Vikings are together again for this level, much of which is covered with force beams that push you toward disaster.



Free Fall

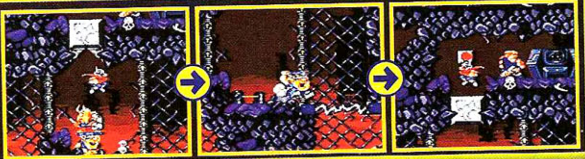
Use the geyser to create downward momentum. Duck into the tunnel below.



As the Viks fall, aim to the right first, then move into the tunnel on the left. Send Olaf first to cut the current.

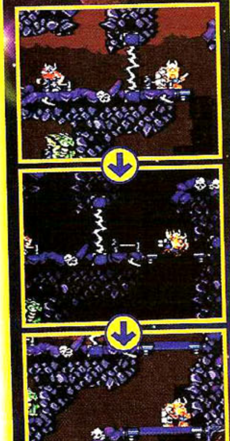
Beam Watch

While Olaf breaks the beam below the block, Erik can reach the switch above. Just watch out below.



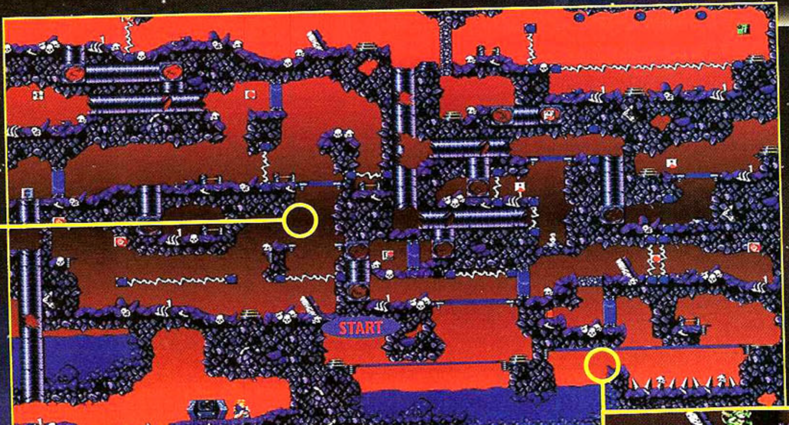
Stop Action

Baleog falls when the platform opens, so push Select and choose another guy to hit the switch.



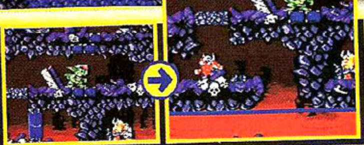
Are We Going Home?

Scorch returns to help Baleog and Erik through this cunning maze. Teamwork is essential.



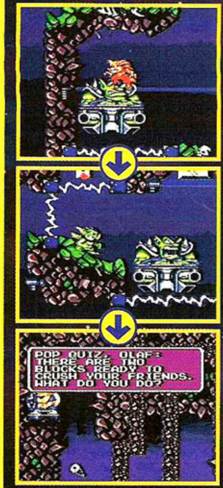
Back And Forth

Once Baleog breaks the target, go to the green beam. Scorch pushes the red button so Erik can bash the ceiling below. Now Baleog takes the Red Card.



Tomator Sauce

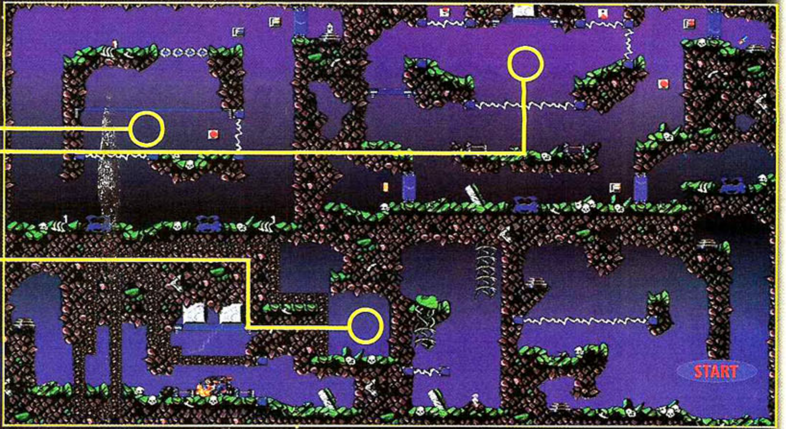
Fang, Scorch, and Olaf each grab a thermal detonator from Tomator.


POP QUIZ, OLAF: THERE ARE TWO BLOCKS READY TO CRUSH YOUR FRIENDS. WHAT DO YOU DO?

In each battle, you must take the bomb and drop it on Tomator's head. Olaf's shield provides protection in the end.

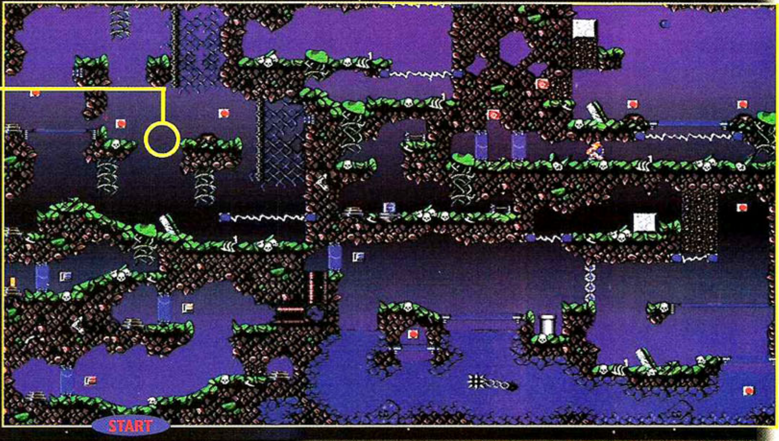
Bad Boys

The Vikings are almost home, but Tomator has caught up to them and will try anything to keep them from foiling him a second time.



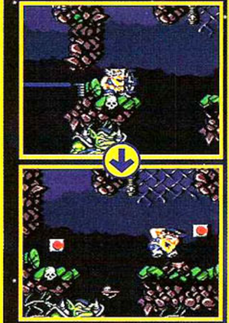
Oh, Daddy

Tomator isn't finished yet. In the final stage, Olaf, Erik and Baleog must go at the big veg one more time. Keep moving to avoid his attacks.



Stewed Tomator

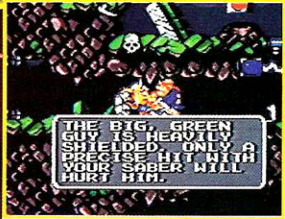
Olaf should hit the red button on the left to make Tomator drop a bomb. Get the bomb, drop it on Big T, then zap him with fire on the right side.



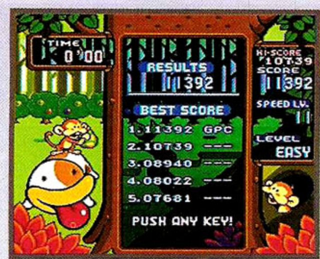
Drop the bomb on Tomator's head by gassing across the gap to the ledge with the geyser.

Tomator Is Pasted

Before the Vikings can return home, each one of the three Vikings must beat the boss. Olaf, as described on the left, bombs, burns and electrifies Tomator into submission. Erik uses his hard-headed approach to knock Tomator into the water. Baleog must get close enough to use his sword for a slice and dice attack. After that, it's time to go home for good.


THE BIG, GREEN GUY IS HEAVILY SHIELDED. ONLY A PRECISE HIT WITH YOUR SABER WILL HURT HIM.

NP'S ARENA



CHALLENGE #1

TETRIS ATTACK

How fast can you mix and match blocks in 1-player, Time Trial mode? Start your game at the slowest speed, choose your favorite Tetris Attack character and flip out. Remember that chains are your ticket to the top of the scoreboard. Keep practicing, because it's very likely that the winning score will be a five-digit number. If you don't believe us, check out our scores on the left. Want a hint? Scroll your stack to the top of the screen before you start. The top 25 combo composers will win four Super Power Stamps, good for cash off Super Power Supplies.

CHALLENGE #2

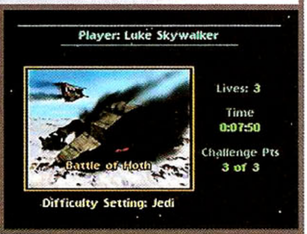
WAVE RACE 64

TIME
0'11"005
LAP
1
SPEED
104 km/h
BEST
MISS
POWER
MAX POW

Jordan DiCarlo of Lake Peekskill, New York, nailed the top time of 2:02.169 for six laps around Sunny Beach, but you have to wonder if he's even going to place in this month's super-tough Wave Race 64 Challenge. Perhaps it's your turn to finish on top of the Arena podium. Blast six quick laps through the choppy whitecaps surrounding Marine Fortress in Time Trial Mode. If you're one of the 25 wave warriors with the best times, you'll skim away with four Super Power Stamps.

CHALLENGE #3

SHADOWS OF THE EMPIRE



Brian "The Shadow X" Jaworski of Red Bank, New Jersey has a challenge that's out of this world: What's your best time in the Battle of Hoth stage in Star Wars: Shadows of the Empire? Of course, Brian thought we should do this challenge on Easy Mode. Easy Mode?! This is the Arena—the showcase for the best Jedi warriors in the universe! Set your difficulty level on Hard, trip all the walkers, and mail us a photo of your best time. The 25 fastest Rebels with all three challenge points will soar off with four Super Power Stamps.

THE TWISTED STRIKE BACK

The twisted stack of mail just gets higher and higher! Here is the latest batch of wacky, just-for-fun challenges sent in by readers from all over North America. If we use your twisted challenge, you'll pick up four Super Power Stamps–good for cash off merchandise in the Super Power Supplies catalog. Send in your dubious dare today!

How high can you score in Tetris Attack's endless mode while holding down the L and the R Buttons?

— **Orval Cobb III, Ridgely, MD**

Can you defeat Gargos in KI Gold while using only quick punches?

—**Timothy Smith, Petoskey, MI**

How many races can you win in Wave Race 64 while doing handstands?

—**Nick Roppo, Franklin Park, IL**

What is your best population score in Sim City 2000, without raising or lowering a land square?

—**Jeff Jacks, Upper Marlboro, MD**

Which bosses can you defeat in Chrono Trigger without using any magic attacks?

—**Travis Jacoby, Oak Harbor, WA**

Can you find an N64 and all the game titles in a store in just one day?

—**Cameron Talley, Lubbock, TX**

Answers to Volume 95's Snack Attack Quiz: A. Ravioli B. Radish C. Jerky D. Magic Mushroom E. Green Watermelon F. Brain Food Lunch G. Cookie H. Lurchin.

ARENA

MAIVS NP MCMXCVII

DKC 3: DIXIE KONG'S DOUBLE TROUBLE

Lowest Time for 105% (Volume 92)

Donna Gretty	Tacoma, WA	2:27
Glenn Graber	Mt. Holly, NJ	2:33
Nick Makowski	Grayling, MI	2:33
Mike Bird	Port Coquitlam, BC	2:54
S. Galloway	Tallahassee, FL	4:46
Josh Taylor	Mystic Island, NJ	4:59

DKC 3: DIXIE KONG'S DOUBLE TROUBLE

Lowest Time for 103% (Volume 92)

Ray Cullen	Dyer, IN	2:07
Daniel Llamas	Van Nuys, CA	2:14
Logan Nocerino	Lafayette, CA	2:30
Roy Martin	Knoxville, IA	2:38
Matt Ruckman	Oak Lawn, IL	2:39
Luc Malette	Sturgeon Falls, ON	2:42
Daniel Mullins	North York, ON	2:46
Roy Deller	Pasadena, CA	2:57
Glenn Garber	Mt. Holly, NJ	3:01
Nik Meeks	Signal Mountain, TN	3:05
Steve Aubin	Valrita, ON	3:18
James Kenan Jr.	Lacey, WA	3:19
Richard Torres	Rialto, CA	3:20
Alex Borshch	Scottsdale, AZ	3:26
Michael Lackey	Carthage, MO	3:37
Evan Daily	Lafayette, IN	3:39
B. & J. Walker	Bellevue, WA	3:41
C. Beaumont	North Bergen, NJ	3:53
John Dressler	Milford, DE	4:03
Richard Oreta	Vacaville, CA	4:09
Jared Geisler	Scottsdale, AZ	4:12
Adam Shuler	Casa Grande, AZ	4:19

SUPER MARIO 64

Fastest Time on the Princess's Secret Slide (Volume 91)

Andrew Burton	Seattle, WA	0:13.50
Ryan Edmonds	Springvale, ME	0:13.50
J. Fitz-Henry	Oakville, ON	0:13.50
Michael Johnson	Weatherford, TX	0:13.50
Ryan Kozar	Aurora, OH	0:13.50
Champ McKiver	Redlands, CA	0:13.50
Issac Rivera	Nogales, AZ	0:13.50
Hai Truong	Garner, IA	0:13.50
Geoff Tuttle	Fountain Hills, AZ	0:13.50
Brian Barrick	Hutchinson, MN	0:13.70
Mark Saturnio	Fremont, CA	0:13.70
Jesse Shallcross	McHenry, IL	0:13.90
Trevor Lillico	Winnipeg, MB	0:14.00
Brandon Dyer	Ramsey, IN	0:14.10
Joel Szymczak	University Place, WA	0:14.10
Mike Miranda	Philadelphia, PA	0:14.20
Aaron Martin	Durango, CO	0:14.40
Brandon Powers	North Highlands, CA	0:14.40
Jeff Giordani	Export, PA	0:14.50
Scott Bauer	Stoughton, WI	0:14.60
Jason Erbentraut	Kenosha, WI	0:14.60
Tim Kuykendoll	Camden,OH	0:14.70
Daniel Pifer	Bath, NY	0:14.70
M. & K. Chang	Orange, CA	0:14.80
Robert Hayes	Long Beach, CA	0:14.80
Matt Koniecki	South Windsor, CT	0:14.80
Andrew Lui	Union City, CA	0:14.90
D. Wasilewski	Seymour, CT	0:15.10
Jesse Wilburn	Willow Street, PA	0:15.10
Jon Keeler	Grand Rapids, MN	0:15.20
Randall Schwarb	Macomb, MI	0:15.40
Robert Smith	Jackson, MI	0:15.40
David Guertin	Southington, CT	0:15.50
John Ross	Cleveland, NC	0:15.50
Ian Chan	Bloomingdale, IL	0:15.60
Jeff Hatt	Houston, TX	0:15.60
Karl Golz	Fall River, MA	0:15.70
A. Weatherton	Franklin, MA	0:15.70
Jamie Allen	Oakville, ON	0:15.80
Sandy Brenner	Canton, OH	0:15.80
Michael Clark	Pelzer, SC	0:15.80
Ryan Hayes	Dayton, OH	0:15.80
Ty Henrie	Neola, UT	0:15.80
Josh Kent	Colorado Springs, CO	0:15.80
John Lansing	Chassell, MI	0:15.80
David Legris	Ottawa, ON	0:15.80
Jorge Pineda	Los Angeles, CA	0:15.80
Philippe Poirier	Ile-Bizard, PQ	0:15.80
D. Wasielewski	Roselle, IL	0:15.80
M. McGilvary	Tampa, FL	0:15.90
Frederic St-Martin	Charlesbourg, PQ	0:15.90
Jonathan Wirth	Iron Mountain, MI	0:15.90

MEGA MAN X3

Completed the Blast Hornet Stage first (Volume 88)

Andrew Beckett	Sheboygan, WI
Justin Berube	Manasanan, NJ
Korey Bueng	Twin Valley, MN
Dean Demakis	Topsfield, MA
Patrick de Jesus	Springfield, VA
Derek Demeter	Winter Springs, FL
David Ferrandino	New Britain, CT
Jon Grove	Midland, VA
David Ham	Fremont, CA
Benjamin Harris	Des Moines, IA
James Jon	Cerritos, CA
Judson Lincoln	Columbia, MD
Scotty Lutz	Longview, TX
Dennis Masar	Bayville, NJ
Minh Tam Pham	Santa Ana, CA
Ward Petroskey	Bethel Park, PA
Joshua Piedra	Chicopee, MA
Brian Quanchi	Yuba City, LA
Vinson Ridenour	Bellflower, CA
Abelardo Rojas	Los Angeles, CA
Brandon Shenfield	Omaha, NE
Michael Sirak	Baltimore, MD
Michael Stinemire	Durham, NC
Lauren Welker	Waterville, OH

SUPER MARIO 64

Collected 151 Coins in Big Boo's Haunt (Volume 92)

Dan Bookhout	Laurens, NY
Thomas Deyesso	East Bridgewater, MA
Bill Donahue	Scarborough, ME
Mark Falkiewicz	Brick, NJ
Edgar Felce	Orlando, FL
Joseph Foran	Roslindale, MA
C. Fossati	North Bend, WA
Travis French	Louisville, KY
Nicholas Godlewski	Au Sable Forks, NY
Justin Grimball	Cottondale, AL
Joe Hill	Kenosha, WI
Stuart Lankford	Walnut Hill, IL
Luke Maxwell	Redding, CA
Matt Monahan	West Palm Beach, FL
Matthew Myers	Upper Sandusky, OH
Patrick Oster	Gurnee, IL
Josh Prewitt	New Braunfels, TX
Ty Reinemann	Sheboygan, WI
Chris Parker	Traveler's Rest, SC
Cole Hubacz	Barre, MA
Anthony Hendricks	Richmond, VA
Ely Hsu	Jacksonville, FL
Mike Schmitt	Homewood, IL
Robert Uebele	Parkland, FL
Chad Versiga	Grand Bay, AL
Herbie Waters	Ashtabula, OH

WAVE RACE 64

Fastest Six Laps around Sunny Beach (Volume 92)

Jordan DiCarlo	Lake Peekskill, NY	2:02.169
Pascal Lemieux	St. Antoine, PQ	2:02.377
Tommy Yoder	Ridgeley, WV	2:02.674
John Lansing	Chassell, MI	2:02.840
David Lacoste	Chateauguay, PQ	2:02.898
J. DeSantis Jr.	Edwardsville, IL	2:03.013
Jonathan Wirth	Iron Mountain, MI	2:03.909
Michael Gyengo	Huntsville, AL	2:04.193
Sam Carter	Bentonville, AR	2:04.252
Kris Hamilton	Prospect, NS	2:04.333
John Reedy	Elkhart, IN	2:04.447
Steven Kepner	Buffalo, NY	2:04.494
Jesse Grimes	Manassas, VA	2:04.677
Gregory Dawson	East Point, GA	2:04.909
Greg Pituch	Aurora, OH	2:05.263
Ronald Zarr	Denver, CO	2:05.465
Robert Halstead	Portage, WI	2:06.344
Mike Moeller	Pittsburgh, PA	2:06.474
Mark Goen	Escondido, CA	2:06.825
Brian Cruise	Waynesville, MO	2:06.959
Byron Mayfield	Joplin, MO	2:07.323
Matt Burns	London, ON	2:07.726
Herbie Waters	Ashtabula, OH	2:07.800
Scott Bowers	Easton, MA	2:07.807
Bryan Heck	Carmel, IN	2:08.389
Johny Sechser	Indialantic, FL	2:08.864
Seth Wing	San Diego, CA	2:08.975
John Bundner	Cudany, WI	2:10.060
Richard Doty	Lake Villa, IL	2:10.122

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than June 10, 1997. The top qualifiers receive Super Power Stamps.

Include your Super NES or N64 in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

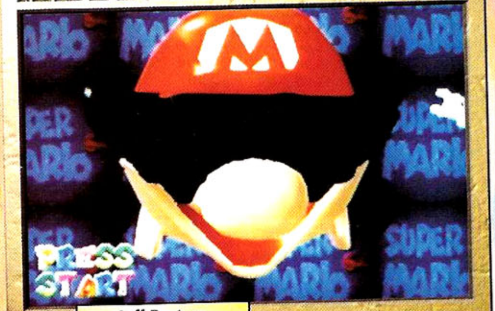
Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

ENTER THE ARENA

AN ARENA EXCLUSIVE: THE GAME FACE GALLERY

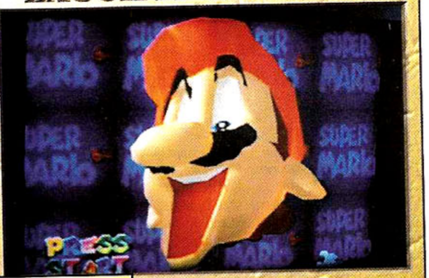
In Volume 93, the Arena asked aspiring artists to put on their best game faces in Super Mario 64 and send in their photos. After sorting through a mountain of entries, we came up with some of the best (and clearest) photos of the bunch. Peruse our gallery, and if you haven't tried messing up Mario's face, check out page seven in your Super Mario 64 instruction manual.

MADE IN THE SHADES MARIO



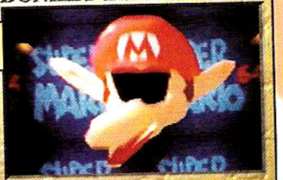
Jeff Postma
Layton, VT

LAUGH IT UP MARIO



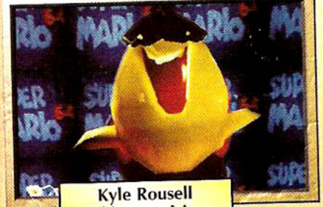
Max Preston
Santa Monica, CA

DONKEY-EARED MARIO



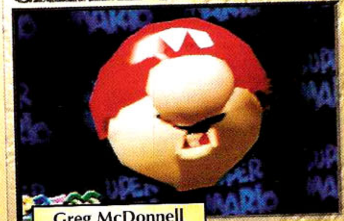
Eric Tang
St. Louis, MO

ROTFLMHO MARIO
(ROLLING ON THE FLOOR LAUGHING MY HEAD OFF MARIO)



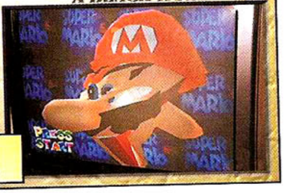
Kyle Rousell
Meraux, LA

CREAMPUFF MARIO



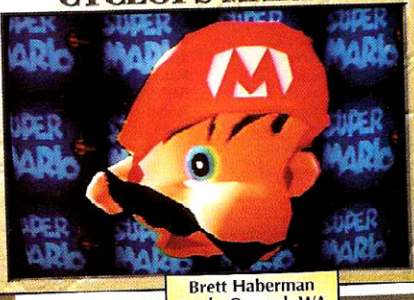
Greg McDonnell
Oreland, PA

MARIO SLIPPING INTO A BLACK HOLE



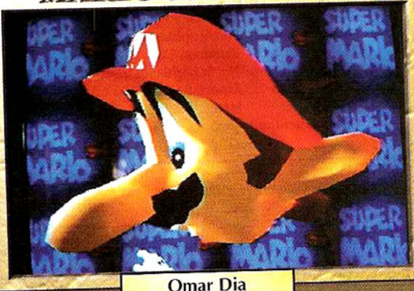
Gregory Brooks
Stony Brook, LA

CYCLOPS MARIO



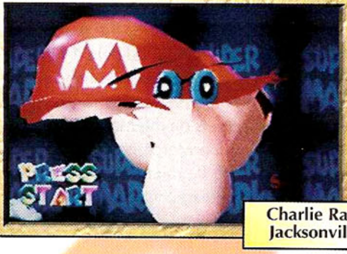
Brett Haberman
Battle Ground, WA

MARIO TELLIN' LIES



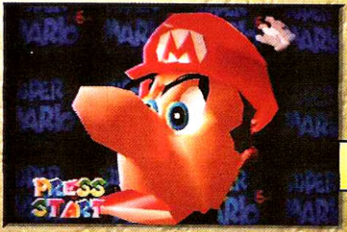
Omar Dia
Tallahassee, FL

HATS OFF MARIO



Charlie Rasnake
Jacksonville, FL

SUPER SHOCKED MARIO

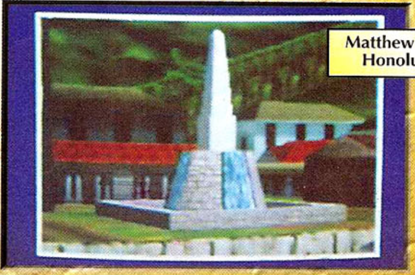


Gabriel Therien
Montreal, PQ

PILOTWINGS 64 GALLERY

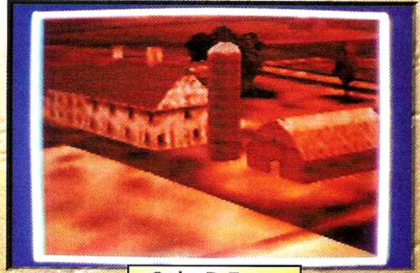
In Volume 91 we asked players to send in their best shots of PilotWings 64. Some entries were creative while others were daring. Do you know how Larry Marsh made Wario appear on the Hang Glider stage? How did Matthew Spencer drop between the village buildings and pull off his ground level shot? It's tough to take a good photo of a television screen, so we gave these aspiring photographers a break on their picture quality.

CRESCENT ISLAND STATUE



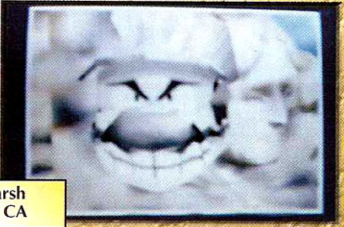
Matthew Spencer
Honolulu, HI

SUNSET ON THE FARM



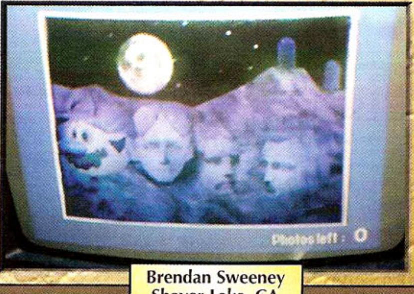
Carlos D. Torres
Bronx, NY

WARIO



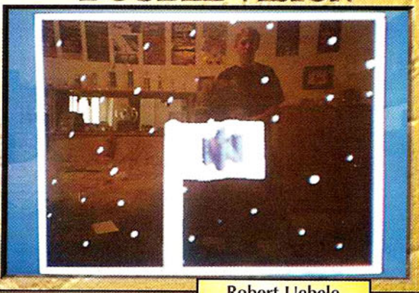
Larry Marsh
Rio Dell, CA

MOON OVER MARIO



Brendan Sweeney
Shaver Lake, CA

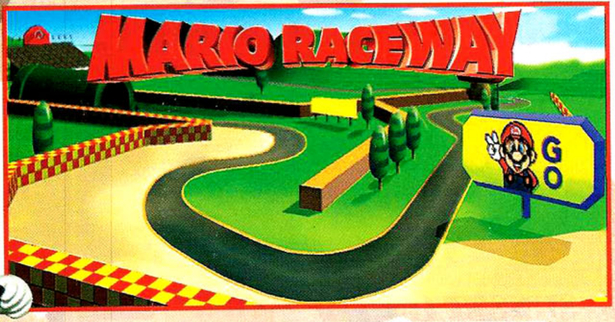
DOUBLE VISION



Robert Uebele
Pompano Beach, FL

THE MARIO KART 64 NINTENDO POWER CUP

Nintendo Power's Race for the Gold is under way! Entries for the drawing are whizzing in every day. A few of the fastest qualifiers are listed below. How did they go so low? Pit row is buzzing with rumors about a shortcut on the course. Find it and you might win a gold N64 Controller. To qualify for the drawing, you must to beat a minute and 30 seconds on the Mario Raceway—you'll find all the details on page 34 in the March issue of Nintendo Power. One thousand lucky winners will be randomly drawn to win an exclusive, gold tone N64 Controller and another five thousand winners will get a limited edition, Nintendo Power Cup Calling Card good for five minutes of long-distance service. Enter before May 15th!



LAP 1/3
TIME 00'01"89
YOSHI

MARIO

Nancy Zinn	New Hope, MN	1:25.82
Andrew Zollars	Pullman, WA	1:27.19
Dan Pasiewicz	Antioch, IL	1:27.72
Rick Morningstar	Minneapolis, MN	1:27.84
Craig Shih	Bellevue, WA	1:28.70

LAP 1/3
TIME 00'27"56

LUIGI

Justin Grunes	New Castle, DE	1:27.36
Matt Leto	Allen, TX	1:28.19
Cameron Fischer	Naples, FL	1:28.49
Damon Pischel	Euless, TX	1:29.27
Marc Pitonzo	Pasadena, MD	1:29.96

PEACH

Michael Philpott	Cleveland, OH	0:56.49
Erik Bush	Lake Waccamaw, NC	0:59.07
Brandan Lombardo	Pleasant Hill, CA	1:18.92
Jared Lautz	Westwood, NJ	1:13.73
Brad Jerger	Ferrisburgh, VT	1:15.43

LAP 1/3
TIME 00'16"93

TOAD

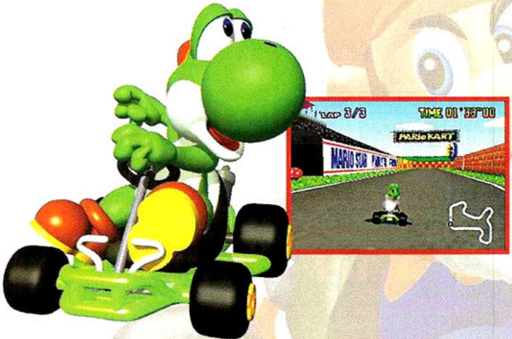
A. J. Gray	Jacksonville, NC	1:01.32
Jeremy Hildebrand	Ottawa, ON	1:12.42
Michael Medina	Mendota, CA	1:13.63
Ted Umakoshi	Schaumburg, IL	1:14.16
Adam Williams	Rice Lake, WI	1:14.79

LAP 2/3
TIME 00'43"43

LAP 2/3
TIME 00'56"26

DONKEY KONG

Gumaro Contreras	Santa Monica, CA	1:26.71
Andrew Zollars	Pullman, WA	1:27.33
Terence Singh	Edmonton, AB	1:27.37
Wesley Wilson	Moville, IA	1:29.63
Paul Harrington	Fitchburg, MA	1:29.89


LAP 3/3
TIME 01'33"00
MARIO KART
MARIO STAR

LAP 2/3
TIME 00'51"09
BOING!

YOSHI

Mark Rubello	Brampton, ON	0:57.36
Jason Santelli	Walkersville, MD	1:16.38
Peter Solano Jr.	Hartsdale, NY	1:17.22
Regan Snyder	Las Vegas, NV	1:17.76
Jake Stadler	Everett, WA	1:20.77
Aniello Zampella	Bayonne, NJ	1:20.53

BOWSER

Arnell Lozada	St. Marys, GA	1:25.56
Bill Buchanan	Morganton, NC	1:28.57
Peter Brehmer	Madison, MN	1:29.64
Nicholas Low	Katy, TX	1:29.75
Doug Bowman	Galloway, OH	1:29.87

WARIO

Ryan Ross	Mt. Pleasant Manor, PA	1:25.68
Max McMaugh	Hicksville, NY	1:26.21
Brian Wood	Surrey, BC	1:27.70
Sean Velasco	Santa Clarita, CA	1:27.72
Amir Amini	Hilliard, OH	1:28.02

LAP 2/3
TIME 00'50"49
MARIO STAR

The deadline for the N64 Gold Controller drawing is May 15, 1997. See page 34 in Volume 94 for the contest official rules and entry form!

Get back to basics! Interplay has rereleased four Game Paks to challenge you with classic casino, card, and board games. They're high in variety and replay value. It's in the cards—you'll love these games across the board.

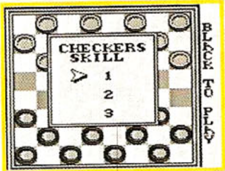
Interplay™ FUNPAK EXTRAVAGANZA

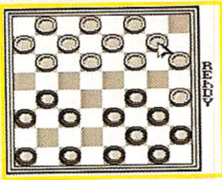
Nintendo GAME BOY
4-IN-1 FUN PAK
BACKGAMMON
GAME LINK
Nintendo
Interplay

Get on board with classics! Play against the computer, against a friend, or via Game Link in the FunPak's offerings of Chess, Checkers, Backgammon, and Reversi.

Checkers

This fast-paced Game Boy version lets you play against the computer or link up with a friend. Interplay puts a spin on the game by giving you the options of undoing your moves or swapping sides mid-game.

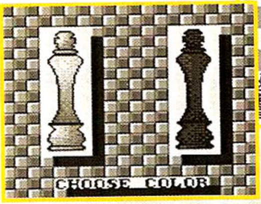

CHECKERS SKILL
1
2
3
BLACK TO PLAY

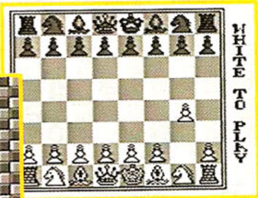


Checkers is perfect for players of all ages and skill levels. Vary the challenge depending on how clever you want the computer to be.

Sargon Chess

When chess king Garry Kasparov beat Deep Blue at chess, he proved humans could outsmart artificial intelligence. That's not to say Sargon Chess isn't going to challenge you. The computer plans its moves steps ahead of yours, so keep your wits in check.

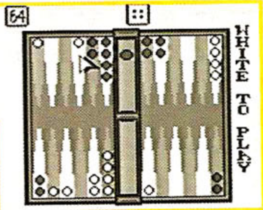

CHOOSE COLOR

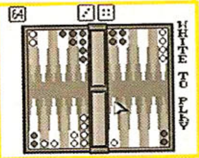

WHITE TO PLAY

If you prefer to start on the offensive, choose to play the white pieces, since white always plays first.

Backgammon

It's all in the roll of the dice! If you have a little luck on your side and plan some strategy, you can work your pieces into a corner then remove them from the board one by one for a Backgammon victory.

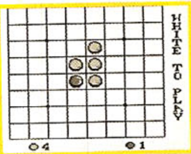

64
WHITE TO PLAY

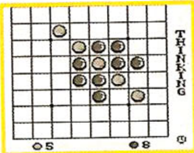

64
WHITE TO PLAY

With the luck of the dice and some cunning, you can knock your opponent's piece into the bar.

Reversi

Reversi, like the ancient Japanese game Go, challenges you to surround your opponent's pieces to make them your own. More is better, and whoever has the most pieces at the end wins.


WHITE TO PLAY
○4
●1


THINKING
○5
●8

Work your pieces to the corner spots, since they can't be surrounded and captured there.

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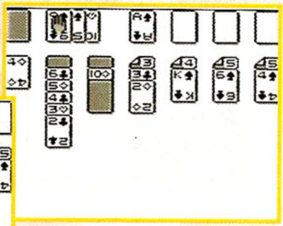
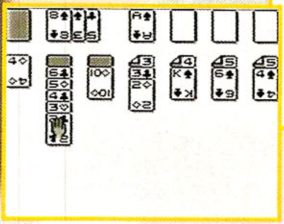
Nintendo GAME BOY
4-IN-1 FUNPAK VOLUME II
SOLITAIRE
YACHT
DOMINOES
CRIBBAGE
Nintendo

The second FunPak from Interplay quadruples your fun, using cards, dominoes and dice to guide you through Solitaire, Dominoes, Yacht and Cribbage.

Solitaire

You don't have to clear a table to play Solitaire anymore. Interplay saves you the trouble and the room with its compact and portable version. To win, it's all in the luck of the draw. Sort your cards into piles of descending ranks and alternating colors, then shift the cards in order of rank to piles of matching suits. Play by the Standard Rules or add a little more challenge by playing by the Vegas Rules. You also have the option of undoing your previous move.



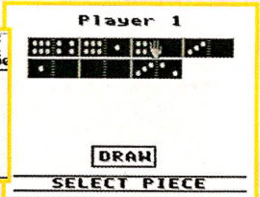


Depending on how much challenge you can deal with, you can draw one or three cards at a time and go through the deck once or many times.

Dominoes

You can't stand these dominoes up in a line to topple them over, but you can still play the engaging game they were intended for. Take turns building onto the domino train by matching the numbers at the end of the chain. The first player to use all their pieces wins.

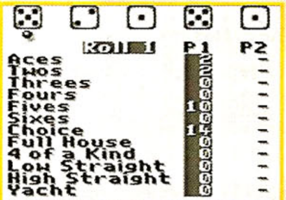
PLAYER1
Bones:07
Score:000
PLAYER2
Bones:06
Score:000


Player 1
DRAW
SELECT PIECE

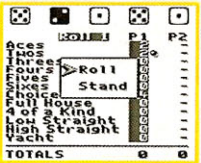
If you can't play any of your dominoes, you'll have to draw bones until you find a playable one. For a better chance at getting rid of all your bones, play the one that has numbers in common with your other bones.

Yacht

To stay afloat in Yacht, you must satisfy the 12 categories of dice rolls. You have 12 turns to roll the 5 dice to fulfill the categories. Try to roll certain dice combinations to earn extra points.

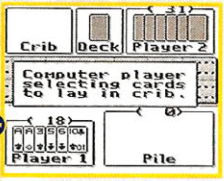

Roll 1
P1
P2
Aces
Twos
Threes
Fours
Fives
Sixes
Choice
Full House
4 of a Kind
Low Straight
High Straight
Yacht
TOTALS

It's dicey choosing which dice to reroll, since you get only three chances per turn.


Roll 1
P1
P2
Roll
Stand
TOTALS

Cribbage

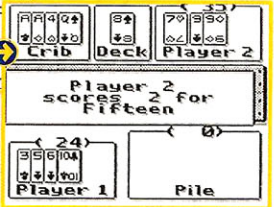
If you play your cards right, you can peg down a win in Cribbage. Create clever card combinations to make the pile reach 31. If you've grouped together any flushes, nobs, heels, cards totaling 15, or runs of three or more, you'll win bonus points.


Crib
Deck
Player 2
Player 1
Pile

Computer player selecting cards to lay in crib.

Crib
Deck
Player 2
Player 1
Pile

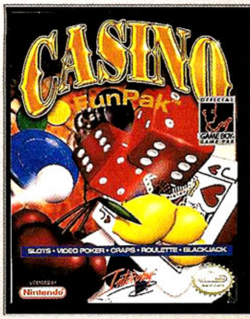
Player 1 scores 2 for Fifteen


Crib
Deck
Player 2
Player 1
Pile

Player 2 scores 2 for Fifteen

Skillfully pair together cards that have the same value or a sum of 15 to score points in your crib or the pile.

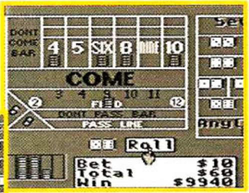
Nintendo GAME BOY

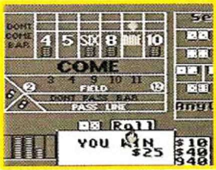

CASINO
FunPak
SLOTS • VIDEO POKER • CRAPS • ROULETTE • BLACKJACK
Nintendo

If you want to gamble in Vegas, save your cash and practice with the Casino FunPak—you get five classic gambling games and no threat of debt, it's a sure bet to hook card sharks.

Craps

The object of Craps is to guess how the dice will land. Each of the game's numerous betting options describes a particular roll outcome. Place a bet to predict your dice total—it's a tricky task, but it can be a gold mine to a wise bettor.

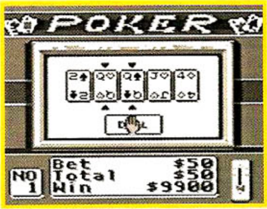

COME
FIELD
DONT PASS BAR
PASS LINE
Roll
Bet $10
Total $60
Win $9940


COME
FIELD
DONT PASS BAR
PASS LINE
Roll
YOU WIN $25

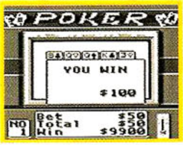
Keeping track of all the betting options can get confusing, so bet small and practice until you're comfortable with the workings of Craps.

Video Poker

The beauty of Video Poker is that even if you have a bad poker face, you can still win. Of course, it's impossible to tell if the computer is bluffing, so place your bets and try to make the best hand possible. You can bet up to five times per hand, so you could flush out some big winnings.

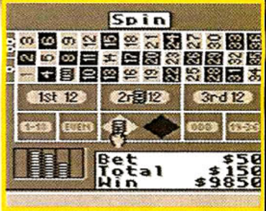

POKER
Bet $50
Total $50
Win $9900

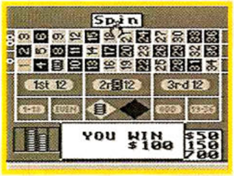
You have one chance to redraw, so carefully choose the cards you wish to keep. Save cards of the same suit or value, because they're your best bet for getting the upper hand in Video Poker.


POKER
YOU WIN
$100

Roulette

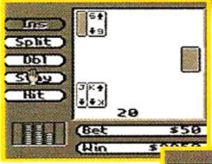
Feeling lucky? The Roulette wheel of fortune pays based on the odds of winning. If you place a single bet, you could win 35 times your wager.


Spin
1st 12
2nd 12
3rd 12
Bet $50
Total $150
Win $9850

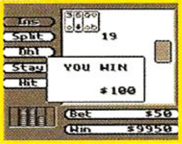

Spin
1st 12
2nd 12
3rd 12
YOU WIN $100

Play it safe by betting on colors, evens, odds, or half of the wheel. Each of these options gives you 1:2 odds.

Blackjack


Ins
Split
Dbl
Stay
Hit
20
Bet $50

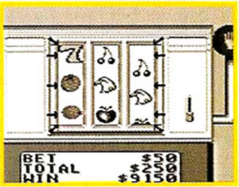
Get as close to 21 as you can without going over. Use betting options, like Doubling, to hit a bigger Blackjack jackpot. If you have a low hand, this option will deal you only one more card, but you could double your winnings.

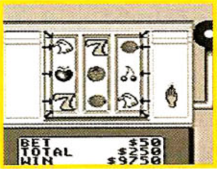

Ins
Split
Dbl
Stay
Hit
19
YOU WIN
$100
Bet $50
Win $9950

Hit me, or hit me not? Remember that the house stands on 17.

Slots

Try your hand at the one-armed bandit—if you get three sevens in your row, you'll win 500 times your wager. You can place up to five bets to score horizontally, diagonally and across any row.

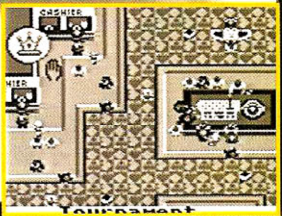

BET $50
TOTAL $250
WIN $9150


BET $50
TOTAL $250
WIN $9750

Increase your chances of winning by placing up to five bets on one turn.

Tournament

Show me the money! Go on a gambling spree and move your winnings from game to game. If you win enough money, you could be sitting pretty in the Casino's Hall of Fame.

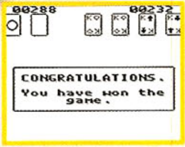

CASHIER
Tournament

Nintendo GAME BOY
SOLITAIRE
FunPak
12 DIFFERENT GAMES
Interplay
Nintendo

Hit the decks with the Solitaire FunPak! Interplay gives you 13 one-player card games to deal with. And if you get frustrated, you won't have the prospect of playing 52 pick-up.

Klondike

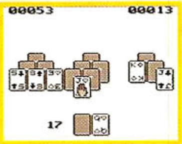
This game goes by the same rules as traditional Solitaire, but with a timer. So go for the gold and rush through Klondike to see if a record time will pan out.


00288
00232

CONGRATULATIONS.
You have won the game.

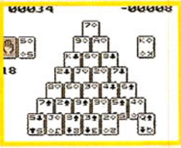
Tripeaks

To conquer Tripeaks, pick away at the mountain of cards by matching cards you draw with consecutively ranking cards from the peaks.


00053
00013
17

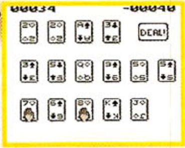
Pyramid

Pair cards together to equal 13. Don't overlook the cards in the next row back—you might get lucky and hit 13 with one of them.


00034
-00008
18

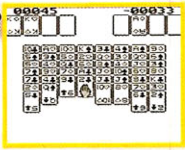
Cruel

Pay attention to same-suit cards and start with the one with the highest value. Otherwise, you might shut out a playable card.


00034
-00040
DEAL!

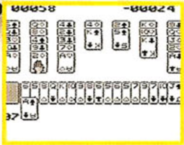
Freecell

Break down the wall of cards by freeing the aces as soon as possible and shifting the higher-ranked cards to the freecells.


00045
-00033

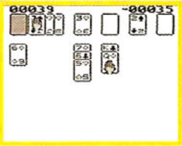
Golf

To be on par, chain cards in order of rank. You can draw from the deck for help, but if the deck runs out before you finish, you'll lose.


00058
-00024
37

Canfield

Sort your cards according to the rules of Klondike, but instead of building on aces, build on the base card determined by the first deal.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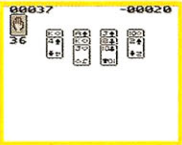
-00035

Aces Up

Work your aces up to the top of the stacks by pairing up matching suits and removing the lower ranking card from your pile.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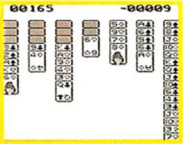
-00020
36

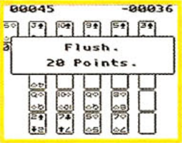
Scorpion

In this Klondike variation, you can shift a mid-pile card, but you'll take along all the cards stacked on top of it, too.


00165
-00009

Poker

Poker gives you fifteen cards to build five hands. Place the card from each draw into the hand you think it will benefit most.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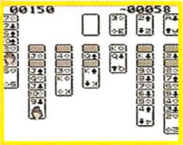
Flush.
20 Points.

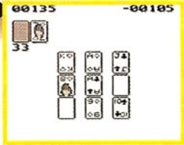
Stonewall

The 16 cards on the left can help you raze the Stonewall, but they can also set you farther back in breaking down the wall.


00150
-00058

Florentine

Wrangle same-suit cards in ascending order into the corners by using the other spaces to arrange your cards in descending order.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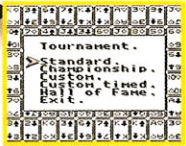
-00105
33

Tournament

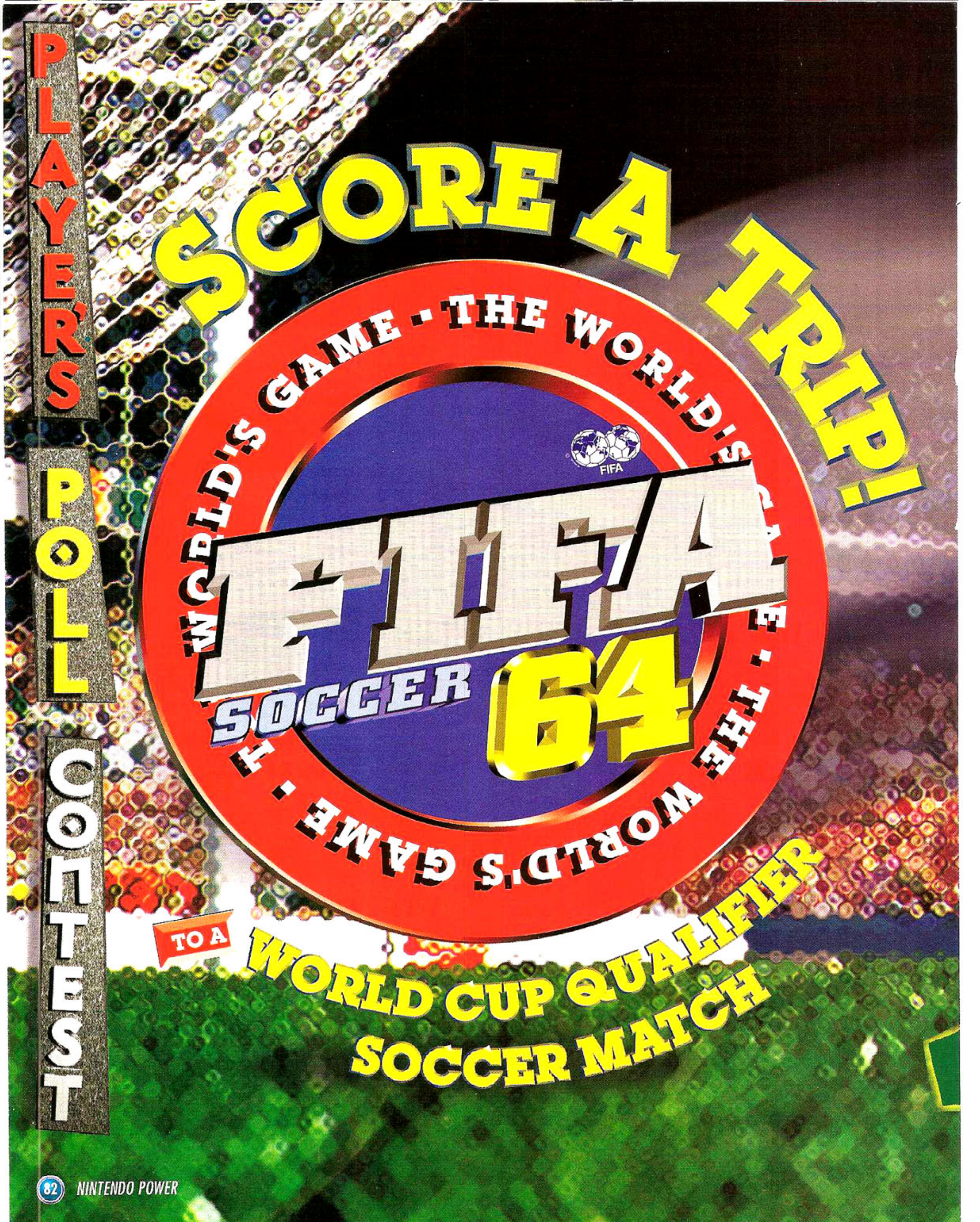
Tournament mode takes you through all 12 card games. Up the ante by increasing the difficulty or limiting your playing time.



Tournament.
>Standard.
Championship.
Custom.
Custom timed.
Hall of Fame.
Exit.

PLAYER'S POLL CONTEST

SCORE A TRIP!


THE WORLD'S GAME • THE WORLD'S GAME • THE WORLD'S GAME •
FIFA
FIFA
SOCCER
64

TO A WORLD CUP QUALIFIER SOCCER MATCH

Player's Poll—Volume 96

Penny for your thoughts...or better yet, how about a chance to win prizes just for giving us your opinion? Fill out this card, send it to us, and we'll enter you in our Player's Poll Contest!

Name
Address
City State/Prov. Zip/Postal Code

Age
Membership No. ☐☐☐☐☐☐☐☐☐–☐
( )
Telephone No.

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.____ 2.____ 3.____ 4.____ 5.____
B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____
C. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products are you most interested in playing?
1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex
1. Male 2. Female

G. Do you own a regular Game Boy?
1. Yes 2. No

H. Are you planning to buy a Game Boy Pocket?
1. Yes 2. No

I. Which color of Game Boy Pocket are you most likely to buy?
1. Silver 2. Yellow 3. Red 4. Green
5. Black 6. Transparent

Refer to the following for questions J-L, then circle the number that corresponds with your choice. Please circle only one number per question.

1=Pink 2=Blue 3=Purple 4=Teal 5=Smoke Gray
6=Transparent Purple 7=Transparent Teal 8=Transparent Smoke Gray

J. Which color of Game Boy Pocket are you most likely to buy?
1 2 3 4 5 6 7 8

K. Which color would be your second choice?
1 2 3 4 5 6 7 8

L. Which color would you like least?
1 2 3 4 5 6 7 8

Trivia Question: What N64 game is number one on this month's Power Charts?
Answer:____________________

Mail in your card now, and keep your fingers crossed!

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Cardholder's Name

LOOK SHARP

Wanna hack up the competition? Go for Nintendo Power! Our back issues are stuffed with so many sharp gaming tips and pointers, you could put an eye out reading them. And take a stab at our Players' Guides, too. They're chock-full of strategies and tricks. Or if you're looking for the cutting edge of comic book cool, check out our graphic novels, chop-chop! So look sharp and stock up! To get the goods shipped straight to your home, send your order form to:

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Nintendo Power

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NP PLAYER'S POLL

YOUR VOTE COUNTS!

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FIFA SOCCER 64
NINTENDO 64

SECOND PRIZE

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NINTENDO POWER
PLAYER'S POLL VOL. 96
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than June 1, 1997. We are not responsible for lost or misdirected mail. On or about June 15, 1997, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after June 30, 1997. GRAND PRIZE: The Grand Prize Winner will win a trip for two to Mexico City to attend a soccer match between the U.S. and Mexico. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Exact dates of the trip will be determined by NOA. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

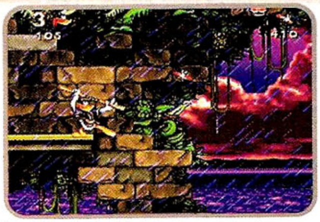
COUNSELORS' corner

LOURDES MEEK

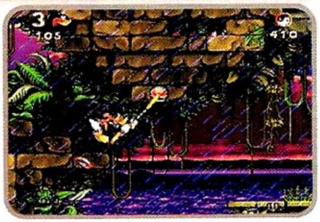
MAUI MALLARD
IN COLD SHADOW

HOW DO I SWING ON MY STAFF?

Your trusty Ninja Staff is your only means of transportation throughout many stages in the game. A tiny hook at the end of the staff attaches to the stone faces you see in each level. To swing on your staff, press the B Button to leap then tap the A Button to swing. If you coordinate your leap and swing commands, the tiny hook will catch the lip of the face, and you'll be hanging around in no time.



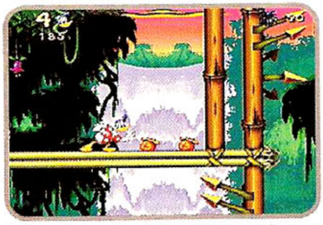
Level Two's Ninja Training Grounds is where you'll first learn how to swing on your staff. You need to look for the stone faces in the stage.



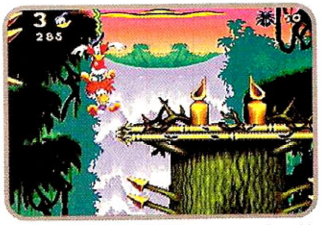
Leap toward the stone face and swing your staff while you're in the air. If you're close enough to the face, your hook will catch on the statue's lip.

? HOW DO I FINISH THE TEST OF DUCKHOOD BUNGEE COURSE? ?

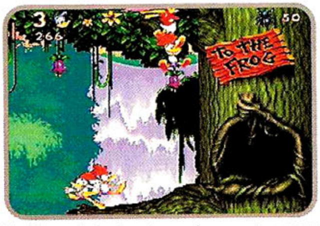
Some players consider the third stage of Test of Duckhood to be tougher to beat than Shabuhm Shabuhm, but you can bounce through with ease if you follow these basic strategies. Max out your health by collecting all of the Zombie Powder Bags before you leap. Even with full health, you'll barely have enough life to survive this treacherous test. The sharp corner at the top of the thorny maze is the toughest part of the stage. If you don't think you have enough momentum to clear the corner, abort the attempt and retrace your route until you gather enough spring to swing forward again. You'll complete the level when you catch and carry all eight Muddrakes to the exit sign in the upper right corner.



Collect all of the Zombie Powder Bags at the start of the level before you begin to gather Muddrakes.



If you don't have enough momentum to clear this sharp corner, retrace your route and try it again.



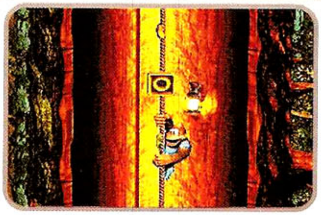
You'll complete the stage when you transport all eight of the Muddrakes to this exit sign.

MIKE RASCINER

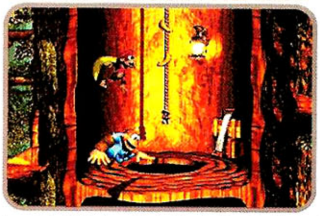
▶DKC 3: DIXIE KONG'S DOUBLE TROUBLE

WHERE IS THE WARP IN BARREL SHIELD BUST-UP?

There's a small trick to finding the Warp Barrel in Barrel Shield Bust-up. Look for the Letter O as you clamber up through the hollow trees. After you pass the letter, continue shinnying up the rope until you can exit out of the trunk on the right. When you enter the next tree, jump into the hole while holding Left on the Control Pad. If you leap without using the Control Pad, you'll never find this invisible Warp Barrel.



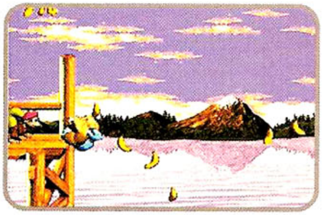
Don't get knocked in the noggin. Find the invisible Warp Barrel up and to the right of the Letter O.



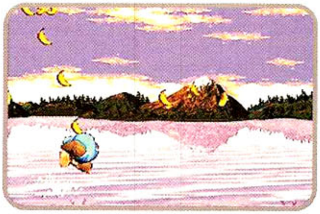
Leap into this hole while holding Left on the Control Pad. Your ape will tumble into the Warp Barrel.

? HOW DO I EXECUTE KIDDY'S WATER SKIP? ?

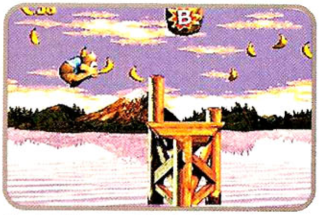
The Water Skip, a roll that allows Kiddy to skim across bodies of water, is one of the coolest and toughest moves to execute in DKC 3. Press the Y Button to make Kiddy roll into a ball, then tap the B Button just as the ape hits the surface of the water. The hardest part about the Water Skip is making sure you press the B Button at the exact moment Kiddy would normally splash down, but if you practice your timing, you can link two water skips together without getting Kiddy's hairy back wet.



Use Kiddy's Water Skip to cross bodies of water and find Bonus Barrels without getting soaked.



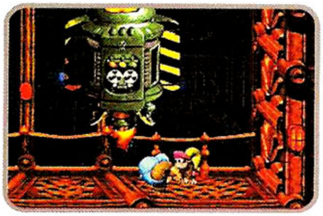
Press the Y Button and roll toward the water. Kiddy won't skip unless he's already rolling.



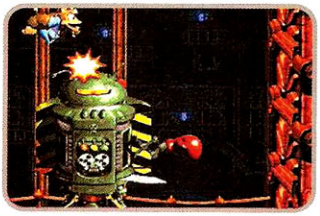
Tap the B Button as Kiddy begins to splash down to skip on the water. Can you do two in a row?

? HOW DO I DEFEAT KAOS IN MEKANOS? ?

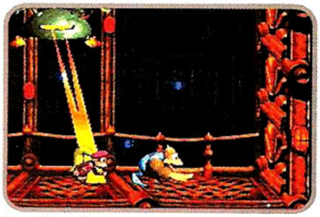
Kaos the Robot is at the end of Mekanos. You must jump on his head six times to defeat him. Avoid the robot's flaming exhaust by rolling under him whenever the flames subside. Hop up the sides of the swirling blades on Kaos's body, then bounce on his head. Repeat this strategy until Kaos ejects his helmet. Run back and forth to dodge the helmet's laser blasts, then jump on Kaos's head when you have an opening. If you can avoid being singed, you'll scrap the robot.



Avoid Kaos's flaming exhaust by rolling under the robot whenever the flames begin to die down.



You can bounce on the robot's head by leaping up the blades that slide out of his metal trunk.



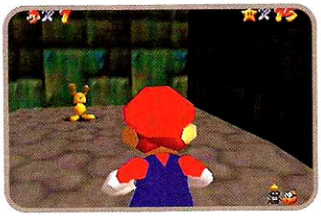
Kaos's laser beams can't hit a moving target. Run back and forth and jump on his head when it's safe.

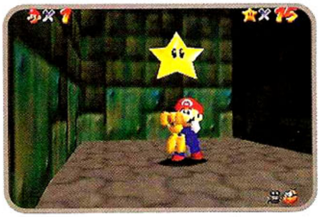
JIM HOLDEMAN

SUPER MARIO 64

HOW DO I CATCH THE RABBIT?

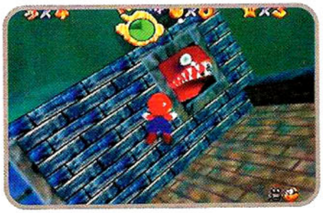
MIPS the Rabbit won't show up in the Castle Basement until you've collected at least 15 stars. MIPS is a slippery hare, but if you catch him, you'll earn another star. Try cornering him in a dead end, then walk toward him until he tries to run past you. As he hops by, Push the Control Stick toward him and press the B Button. If you're fast enough, Mario will dive and nab MIPS by a hair.

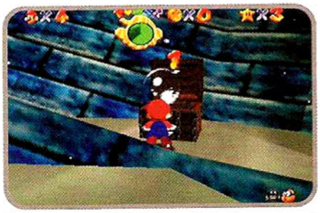

MIPS hops into the Castle Basement when you collect 15 stars. You'll earn a star if you catch him.

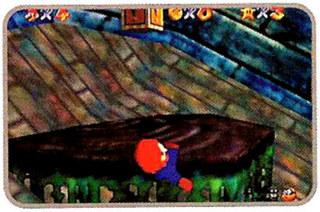

Corner MIPS in a dead end, then dive towards him by running and pressing the B Button.

HOW DO I GET THE FIRST STAR IN JOLLY ROGER BAY?

At the bottom of the bay is a sunken ship. Take a breather on the surface until the giant eel vacates the vessel, then swim into the hole he was guarding. Inside you'll find four chests. Open the chest at the stern of the ship first. Each time you open a chest, swim into the bubbles and replenish your air supply. Open the rest of the chests in a clockwise order. When all the containers are open, the ship will surface and you'll find a Yellow Exclamation Block. Hit the block to claim your star.

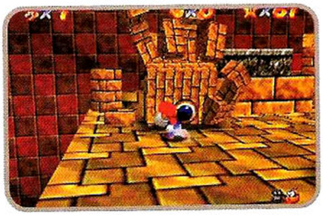

The eel will swim out of the porthole if you wait. Swim back to the surface to get more air.

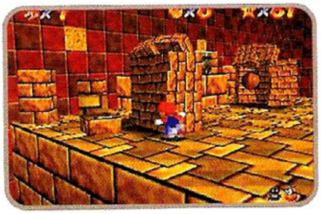

Open the chest in the stern first, then proceed in a clockwise fashion and open the others.

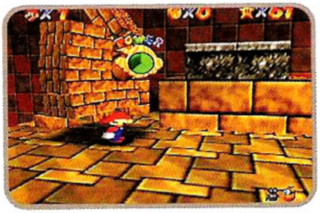

When the chests are open, hold the Z Button and slowly crawl up to the Yellow Exclamation Block.

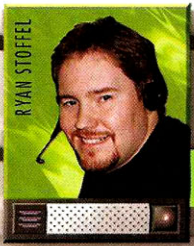
HOW DO I DEFEAT EYEROCK IN SHIFTING SAND LAND?

Eyerock is a two-fisted statue pounding around inside the pyramid in Shifting Sand Land. Players frequently punch, stomp and kick this handy guardian, but just a handful of smart gamers discover Eyerock's weak point on their first try. You'll see an eye when a hand opens. Run and punch the eye before the hand makes a fist, then keep away from the edges of the platform as you make a hasty retreat. Eyerock loses his grip on the center of Shifting Sand Land after you punch each eye three times.


The only way to damage Eyerock is to jab him in the pupil. You'll see an eye when each hand is open.


Run and punch the eye before the fist closes. You'll win after you slug both eyes three times.

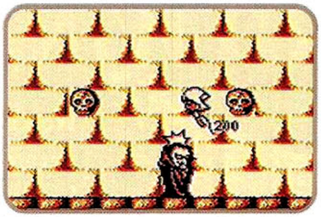

Keep your balance on the platforms or it will cost you your life. It's better to take a hit than fall.



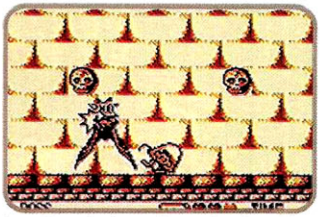
▶ LOONEY TUNES

HOW DO I DEFEAT DRACULA?

Speedy Gonzales runs into Dracula in the fifth stage of Looney Tunes. Defeating this bloodsucker requires timing and patience. Dodge the little bats that fly out of Dracula's cape and bounce on his head twelve times. After a dozen blows, he'll transform into a giant bat. Avoid Drac's swooping dives and his little bat friends, then return fire with your star attack. Dracula gives up the ghost after six more hits.



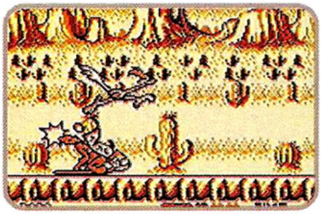
Initially Drac shoots bats at you. Dodge the flapping fiends and bounce on the Count's head.



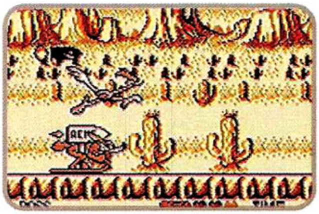
Later Dracula changes into a giant bat. Ground him permanently with six stars.

? HOW DO I DEFEAT WILE E. COYOTE? ?

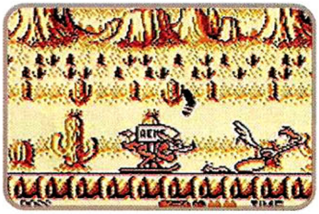
Wile E. Coyote is waiting at the end of Stage Six. When the Coyote throws a 16-ton block, run left and stomp on his head twice. Jump on his head again as he shoots a rocket, then hop over the next two rockets. You can jump on his head during his boomerang and exploding watermelon attacks, but most players will find it easier to avoid the onslaught until the Coyote reverts to throwing his weight around. Jump on Wile E.'s head 14 times to win the battle.



Run left and stomp on Wile E.'s scruffy head when he tries to throw a 16-ton block at you.



Jump on his head again when he shoots rockets, then avoid the rest of the projectiles.



If you can avoid the boomerangs and exploding watermelons, Wile E. will give up after 14 stomps.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

LUFIA II: RISE OF THE SINISTRALS

Q: What is the highest character level?
A: 99.

Q: How do I get Tia back in my party?
A: You don't—she doesn't come back.

Q: Who are the best Capsule Monsters?
A: Flash and Sully.

MARIO KART 64

Q: Can two players race as the same character?
A: No.

Q: Which racers are best for beginners?
A: Mario and Luigi.

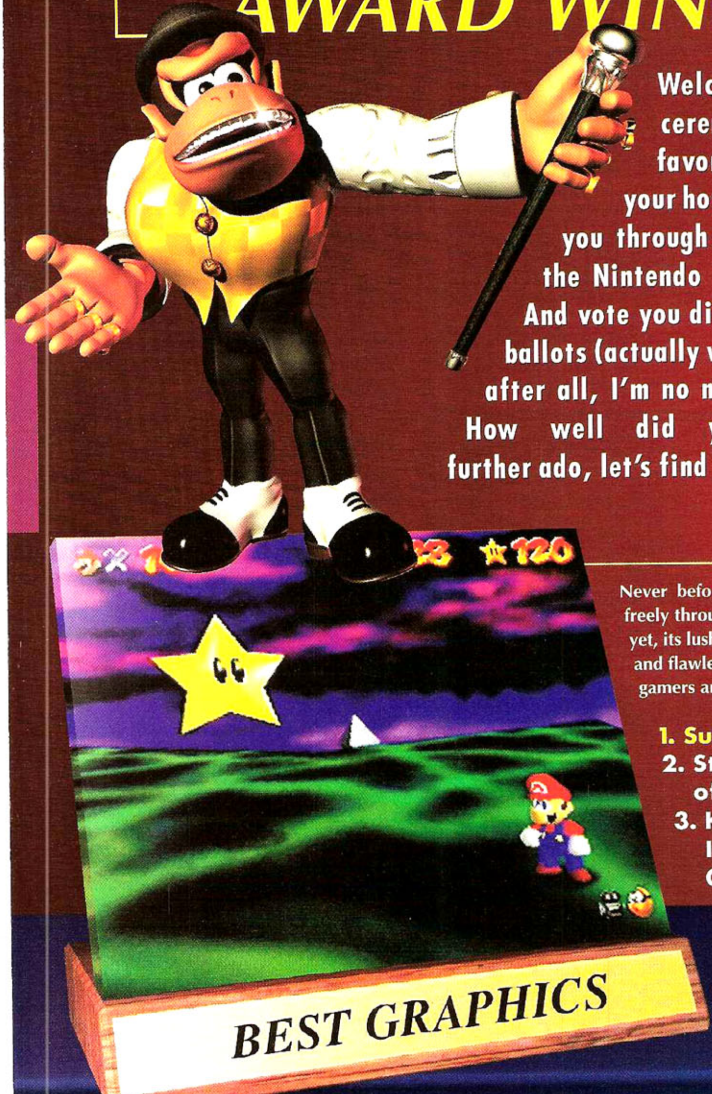
Q: How do I avoid spinning out on a banana?
A: Rapidly tap the B Button as your Kart starts to slide and you might regain control.

TAZ-MANIA 2

Q: Why did my game reset?
A: You left it on the "Press Start" screen at the beginning of a level for more than 5 minutes. If you pause the game after you start a level, the game won't reset.

Q: How do I defeat an enemy?
A: Let your Tornado Attack gauge build up, then press the B Button to spin into your victim.

1996 NINTENDO POWER AWARD WINNERS

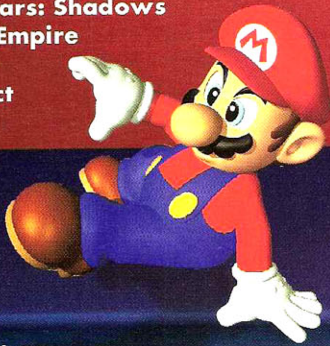


BEST GRAPHICS

Welcome to our annual awards ceremony honoring our readers' favorite games of the year! I'm your host, Swanky Kong, and I'll take you through the 26 categories that you, the Nintendo Power reader, has voted on. And vote you did! We tabulated thousands of ballots (actually we made the Kremlings do it—after all, I'm no monkey's uncle, so to speak.) How well did your picks do? Without further ado, let's find out! The envelope, please...

Never before has a game allowed players to roam as freely through 3-D worlds as Super Mario 64 has. Better yet, its lush worlds mezmerize you with smooth, vibrant and flawless graphics. Super Mario 64 has the look, and gamers are still hungry for its visual feast.

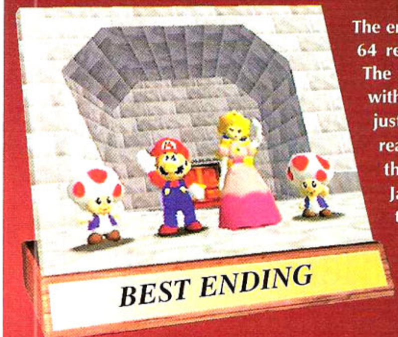
1. **Super Mario 64**
2. **Star Wars: Shadows of the Empire**
3. **Killer Instinct Gold**



This is Dash Rendar. I have a supply shipment for Echo base. Transmitting clearance code now...

Dash Rendar's struggle to save Luke Skywalker and the Rebels from Boba Fett and the evil Empire overshadowed the competition. The chapter between The Empire Strikes Back and Return of the Jedi proved that its story is just as captivating as a Star Wars movie.

1. **Star Wars: Shadows of the Empire**
2. **Super Mario RPG**
3. **Lufia II: Rise of the Sinistrals**



The ending of Super Mario 64 really takes the cake! The adventure wraps up with Mario earning his just desserts, but the real icing on the cake is that, unlike the Japanese version of the game, in the English version, you can hear Peach's conversation with Mario!

1. **Super Mario 64**
2. **Super Mario RPG**
3. **Star Wars: Shadows of the Empire**

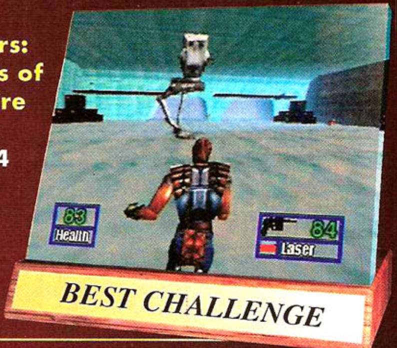
Music makes the world go round, and the cinematic melodies underscoring Dash's adventures ran circles around other games' tunes. Open your ears and feel the Force!

1. **Star Wars: Shadows of the Empire**
2. **Killer Instinct Gold**
3. **Super Mario RPG**

BEST SOUNDTRACK

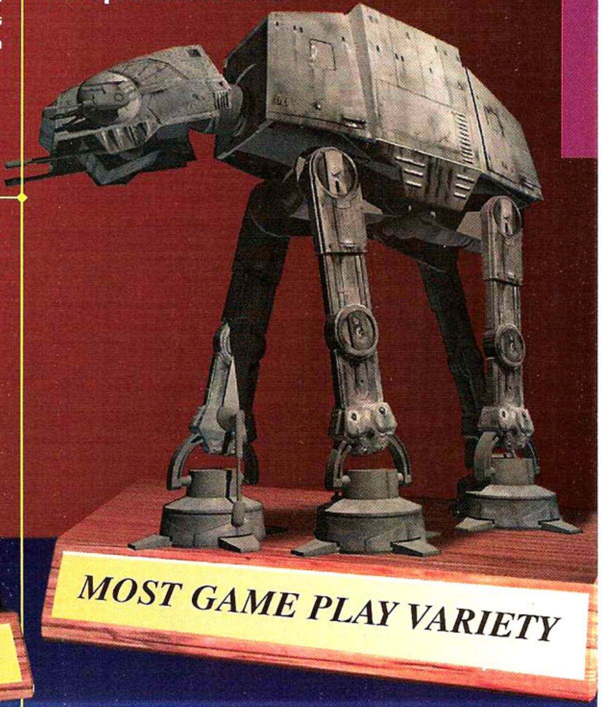
If you had trouble tangling up AT-ATs, blasting TIE fighters, or nabbing Boba Fett, you're not alone. Shadows of the Empire made amateurs out of the best of gamers.

1. **Star Wars: Shadows of the Empire**
2. **Super Mario 64**
3. **DKC 3: Dixie Kong's Double Trouble**



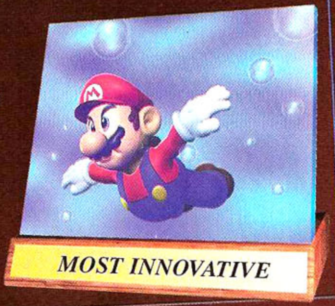
It's a high speed racing game! It's a first-person shooter! It's an intergalactic space battle! One thing's for certain: the many gaming genres of Shadows of the Empire gamers coming back for more.

1. **Star Wars: Shadows of the Empire**
2. **Super Mario 64**
3. **Super Mario RPG**



Super Mario 64 is the first of its kind, offering 3-D worlds, 360-degree movement, and multiple perspectives. It's reshaping gaming, and it continues to pave the way for games to come.

1. **Super Mario 64**
2. **Star Wars: Shadows of the Empire**
3. **Sim City 2000**



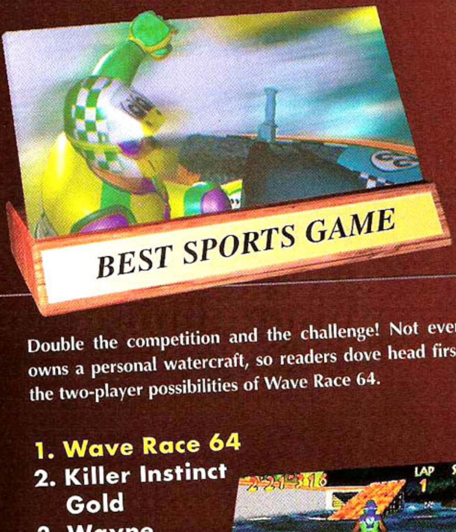
Mario is more animated than ever, sporting an extravaganza of moves from sliding and crawling to flipping and swimming. The play control of Super Mario 64 plays a key role in pulling off these moves, and voters responded positively to it.

1. **Super Mario 64**
2. **DKC 3: Dixie Kong's Double Trouble**
3. **Killer Instinct Gold**

BEST PLAY CONTROL

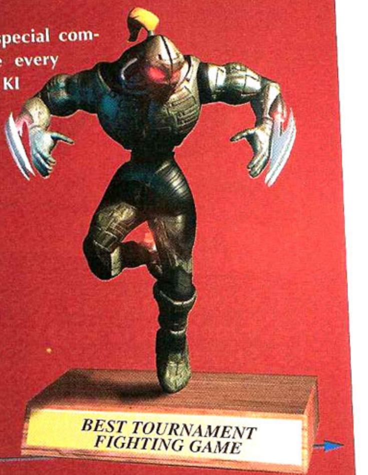
The high adrenaline, high velocity racing and stunts unique to Wave Race 64 made a splash in 1996, soaking the head-to-head action of Gretzky and NBA Hangtime.

1. **Wave Race 64**
2. **Wayne Gretzky's 3-D Hockey**
3. **NBA Hangtime**



Each KI Gold fighter has special combos and powers to make every round a new challenge. KI Gold not only knocked out gamers, but it socked it to the competition with a landslide win.

1. **Killer Instinct Gold**
2. **Mortal Kombat Trilogy**
3. **Street Fighter Alpha 2**



Double the competition and the challenge! Not everyone owns a personal watercraft, so readers dove head first into the two-player possibilities of Wave Race 64.

1. **Wave Race 64**
2. **Killer Instinct Gold**
3. **Wayne Gretzky's 3-D Hockey**

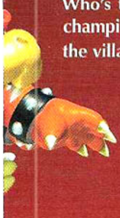
LAP
SPEED
MAX POWER
BEST MULTI-PLAYER GAME

It's one thing to know how to trip up an AT-AT, ride a speeder bike, or avoid falling off the cliffs, but actually pulling them off is an entirely different thing. At least the Force is on your side.

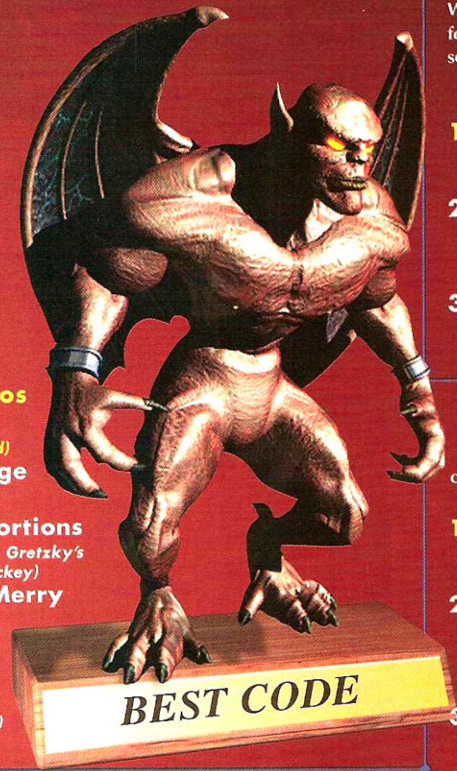
1. **Star Wars: Shadows of the Empire**
2. **Super Mario 64**
3. **Tetris Attack**

EASIEST TO LEARN, TOUGHEST TO MASTER AWARD

Worst Dressed of 1996: Maya (KI Gold)



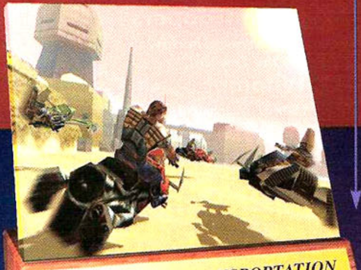
Who's the boss? It's you, if you use the Gargos code. Fighters championed the ability to turn the tables and KI Gold to fight as the villain for a change.



1. **Gargos Code** *(KI Gold)*
2. **Change Body Proportions** *(Wayne Gretzky's 3-D Hockey)*
3. **The Merry Code** *(DKC 3: Dixie Kong's Double Trouble)*

Go Speeder Bike, Go! Dash's race against the Swoop gang is one of the most exhilarating levels of any game, and readers were quick to let us know.

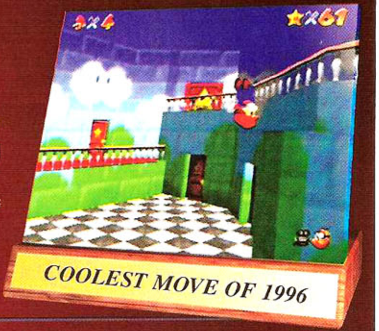
1. **Speeder Bike** *(Star Wars: Shadows of the Empire)*
2. **Shiny Shell** *(Super Mario 64)*
3. **Bird Man** *(PilotWings 64)*



◆ 1996 ◆ NINTENDO POWER AWARD WINNERS

Who knew Mario was such an acrobat? Most readers flipped for Mario's maneuvers, but Gretzky skated by with a cool second place.

1. **Mario's Back Flip** *(Super Mario 64)*
2. **The Flaming Puck Shot** *(Wayne Gretzky's 3-D Hockey)*
3. **Mario's Handstand** *(Super Mario 64)*



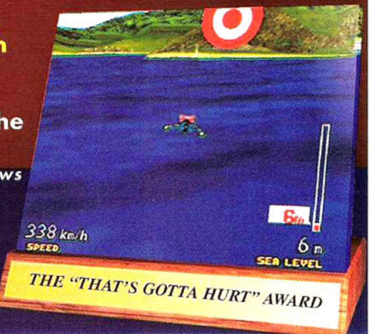
Just like Pat Boone, Mario went metal. But unlike Cranky's favorite singer, Mario went metal literally. The Metal Cap riveted the vast majority of readers with its power to transform Mario into a chrome-plated terminator.

1. **Mario's Metal Cap** *(Super Mario 64)*
2. **Seeker Missiles** *(Star Wars: Shadows of the Empire)*
3. **Mario's Wing Cap** *(Super Mario 64)*

COOLEST ITEM OF 1996

Sure, they wear helmets, but it's still gotta hurt hurtling miles in the air only to have their flight cut short by a mountainside. Readers feel the PilotWings pain, and this award is worth more consolation than any get well card.

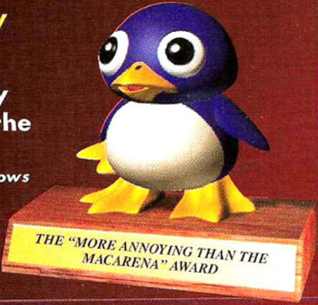
1. **Missing with the Cannon** *(PilotWings 64)*
2. **Falling off the Cliffs** *(Star Wars: Shadows of the Empire)*
3. **Baraka's Lift-em-up Fatality** *(Mortal Kombat Trilogy)*



Best Dressed of 1996: Swanky Kong (of course)

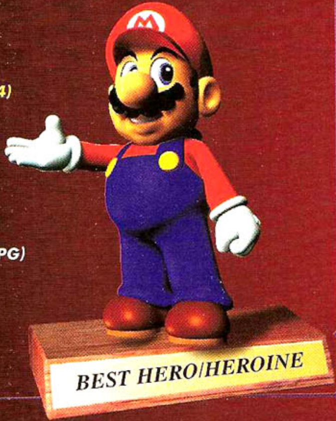
Everyone seems to be equally irked by the penguin, but at least he isn't wearing acid-washed jeans and chewing gum like a cow while leaving the toilet seat up as he does the Macarena.

1. **Crying Baby Penguin**
   (Super Mario 64)
2. **Accidentally Falling off the Cliffs**
   (Star Wars: Shadows of the Empire)
3. **Wave Race Announcer**
   (Wave Race 64)



Mario saves the day and revolutionizes the video game industry! But where's Swanky's nomination??? Maybe we shouldn't have had the Kremlings tally the votes!

1. **Mario**
   (Super Mario 64)
2. **Dash Rendar**
   (Star Wars: Shadows of the Empire)
3. **Bowser**
   (Super Mario RPG)



I love it when a fellow primate is honored! Hats off to Ukkiki the Monkey, Mario's silly simian hat-stealing friend.

1. **Ukiki the Monkey**
   (Super Mario 64)
2. **Dolphin**
   (Wave Race 64)
3. **Frogfucius**
   (Super Mario RPG)

17
24
120
BEST GOODIE

Oddball enemies, off-the-wall settings, and outrageous weapons had readers splittin' their sides. Pigs and ducks are worth some chuckles, but Super Mario RPG gets the last laugh for '96.

1. **Super Mario RPG**
2. **Power Piggs of the Dark Age**
3. **Maui Mallard**

FUNNIEST GAME OF 1996

Boo! Hiss! Love him or hate him, you'll have to admit Boba Fett is a fearsome foe and a worthy adversary. Just don't say it to his face!

1. **Boba Fett**
   (Star Wars: Shadows of the Empire)
2. **Bowser**
   (Super Mario 64)
3. **Smithy**
   (Super Mario RPG)

WORST VILLAIN

An avalanche of votes for the horror of Hoth snowballed into an abominable honor for the Wampas, the Worst Baddies of both 1996 and a time long, long ago in a galaxy far, far away.

1. **Wampas**
   (Star Wars: Shadows of the Empire)
2. **Stormtroopers**
   (Star Wars: Shadows of the Empire)
3. **Whomps**
   (Super Mario 64)

37
Health
100
Laser
WORST BADDIE

Best Rumor: Naked Mario code (Super Mario 64)

BEST Super NES GAME

While I went bananas for the amazing graphics and action of DKC 3, readers put in just enough votes to support Super Mario RPG. *Mario ventured to a new level of gaming in his quest to restore the* Star Road, and readers chose to single it out for 1996.

1. **Super Mario RPG**
2. **DKC 3: Dixie Kong's Double Trouble**
3. **Mega Man X3**

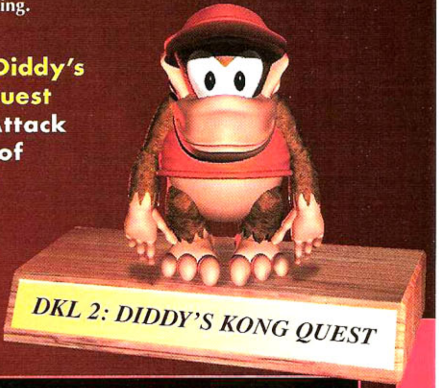
SUPER MARIO RPG

◆ 1996 ◆
NINTENDO POWER
AWARD WINNERS

BEST Game Boy GAME

Finally, the Kong clan takes home an award! It's a pint-sized game, but its graphics and adventure made giant strides for gaming.

1. **DKL 2: Diddy's Kong Quest**
2. **Tetris Attack**
3. **Sword of Hope II**



'96 BEST OVERALL GAME WINNERS!!!

SUPER MARIO 64

BEST N64 GAME

The first ever Best N64 Game Award goes to the first game made for the N64! Since debuting last fall, Super Mario 64 has pushed the limits of gaming, winning over players worldwide. It's dominated the Power Charts, and now it conquers the 1996 Nintendo Power Awards!

1. **Super Mario 64**
2. **Star Wars: Shadows of the Empire**
3. **Killer Instinct Gold**

"Wow!!! We've finally closed the book on '96. See Ya Real Soon!"—Swanky

Your
Power Guide
To The Latest
Releases
May 1997
NOW PLAYING
Nintendo
N64
Game Boy
Super NES
Super Game Boy

FIFA SOCCER 64

EA Sports/64 Megabits

FIFA SOCCER 64
EA SPORTS

Category	Soccer
Graphics & Sound	3.8
Play Control	2.9
Challenge	3.3
Theme & Fun	3.3

- 1 to 4 Players
- 8 Camera Positions
- Controller Pak (63 Data Pages)
- 160 Teams

Rating K-A

FIFA Soccer 64 brings the world's number one sport to your N64.

FIFA's most innovative features are its many camera positions that allow you to pick your favorite view and the several Picture-In-Picture cameras for extra visual clues on the field.

As for the play, the controller functions are complex, but they give you the ability to do a lot of realistic soccer moves including trapping, making rainbow kicks, and doing headers. For most situations, you don't need the fancy stuff, though, so even a beginner can learn passing, shooting and tackling in a few minutes of practice. As for AI, FIFA plays realistically in most situations. There are a few places on the field where it's easier to make your shots against the computer, but that doesn't affect play against human opponents. The strong international teams reflect their well-known talents, while unsung teams may be better than they are in real life. In addition to the many international squads, EA Sports also included city clubs in leagues from every major soccer country such as the U.K., Germany, Italy and even the United States. As befits an international game, FIFA Soccer 64 includes three languages, as well: English, French and German. Other options include Action (or arcade style play) and simulation mode. Since up to four players can join in the action, the controller skill level option can put everyone on an even playing field. Playing at the Novice skill level, for instance, ensures that your passes connect and special moves such as headers happen automatically when you're in the right position. Pro level players must rely completely on their own skills and knowledge of the many moves. FIFA Soccer 64 has a little bit of everything and more variety than any other soccer video game, including the PlayStation version of FIFA.

+ Great camera angles. Solid, four-player, soccer action. Excellent options.

− Redundant voice-over. Pro level complexity is too much for most players.

Pros' Picks SP TM PS

Super NES

THE LOST VIKINGS II

Interplay/8 Megabits

LOST VIKINGS 2
SUPER NINTENDO
K-A

Category
Action Puzzle

Graphics & Sound 3.5

Play Control 3.4

Challenge 3.7

Theme & Fun 3.8

- 1 or 2 Players
- Passwords
- 31 Stages

Rating K-A

The Viking invasion begins again!

Almost two years after it was completed, the Viking's second road trip on the Super NES is finally underway, and it's better than the first journey. The idea is simple enough: Wandering through time and space, the Vikings are trying to get home using a very unreliable time machine. Along the way, they get help from a number of characters, including two new helpers you can use in place of one of the Vikings. Like the new companions, each Viking has several special attributes: Erik jumps and wears a helmet that allows him to breathe underwater, sword-wielding Baelog flexes a bionic arm, and Olaf, the guy with the shield, has gas—bad. In each puzzling area, the Vikings must work together to gather three items before they can move on. Typically, they face enemies, jumps, warps, obstacles, locked doors, and lots of deadly traps. Don't miss this month's 10-page Power review.

+ Excellent play and graphics. Two-player mode.

− Slow load time between stages.

Pros' Picks SP DO TM PS LS

Game Boy

CASINO FUN PAK

Interplay\Rerelease\1 Megabit

GAME BOY
CASINO
FunPak
SLOTS • VIDEO POKER • CRAPS • ROULETTE • BLACKJACK

Category
Gambling

Graphics & Sound 2.9

Play Control 3.1

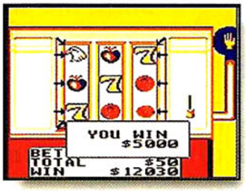
Challenge 3.0

Theme & Fun 3.1

- 1 Player
- 5 Games
- Originally released in 1993

Rating NR

Interplay's little jackpot returns to Game Boy.



If you feel like winning big bucks without risking a dime, Casino Fun Pak from Interplay may be the best way to do it. Casino Fun Pak includes popular casino games of chance, such as Roulette, Craps, Video Poker, Blackjack, Video Slots and a Tournament in which you participate in all five games. The simple mechanics of betting and playing the games may be this Pak's best feature, but it is also a painless way to learn more about these games. Beginning with $10,000 in your wallet, you can watch your grubstake dwindle away or turn into a handsome nest egg. This month, Power takes a look at all four of Interplay's Fun Paks.

+ Quick and easy.

− Some of the graphic elements, such as dice, can be difficult to see.

Pros' Picks SP TM LS

Pros' Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

- **SP** **Scott**–Sports, Simulation, Adventure
- **HS** **Henry**–Fighting, Action, Sports
- **DO** **Dan**–Action, Adventure, Puzzle
- **TM** **Terry**–RPG, Simulation, Puzzle
- **PS** **Paul**–Fighting, Sports, Simulation,
- **LS** **Leslie**–RPG, Simulation, Adventure

Graphics & Sound

Play Control

Challenge

Theme & Fun

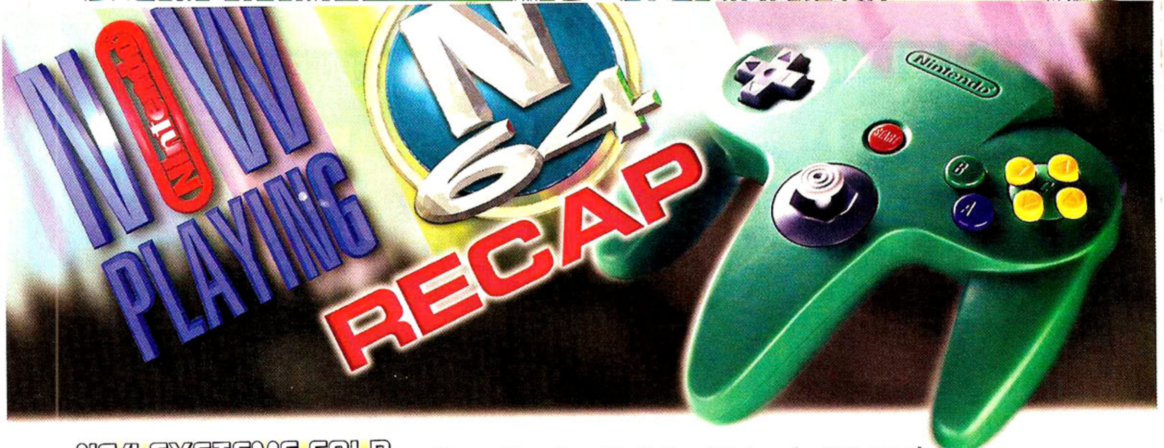
Power Meter

The Power Meter ratings are derived from pro evaluations using a five point scale, with five being the highest score possible for a category.

ESRB Ratings

These Entertainment Software Ratings Board icons reflect appropriate ages for players. To contact the ESRB regrading the rating system, call 1-800-771-3772.

- EC Early Childhood
- K-A Kids to Adults
- T Teen
- AO Adult (18+)
- M Mature (17+)
- NR Games that were released prior to the commencement of the ratings system are designated N-R.



N64 SYSTEMS SOLD
02,500,004
...and counting

Since the day that the Nintendo 64 went on sale in North America, it has been the hottest selling video game system in history. As production increases at Nintendo's Japanese plants, you should soon find more of the following hot titles on the shelves. We've included a quick recap and essential data on each of these games to help you build your library.

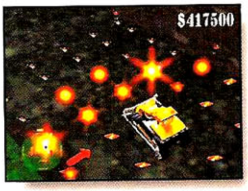
BLAST CORPS

Nintendo/64 Megabits

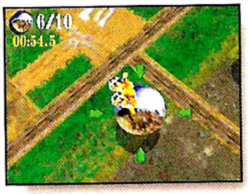
KA

BLAST CORPS
NINTENDO64
Only For

- Action
- 1 Player
- 57 Stages
- Controller Pak (14 Data Pages)
- See Power Vol. 95



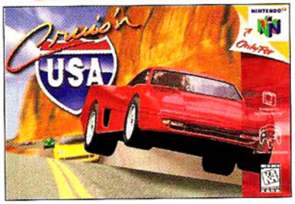
One of the most unusual games ever, Blast Corps puts players in the position of demolition experts driving an assortment of powerful machines. Knocking down buildings to clear a path for an out-of-control nuclear missile carrier is just the beginning of the fun. You'll also have to wreck dozens of bonus areas, rescue people, collect rad units and learn how to drive, jump, fly, stomp, spin, punch and ram your way to glory. The development team at Rare Ltd. produced some of the most spectacular graphics ever seen in a video game, particularly the explosions.



CRUIS'N USA

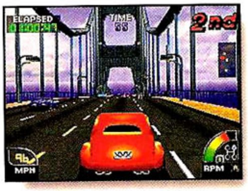
Nintendo/64 Megabits

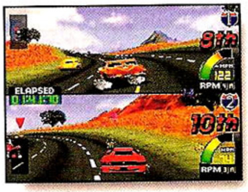
KA



- Racing
- 1 or 2 players simultaneously
- 13 Tracks
- Controller Pak (9 Data Pages)
- See Power Vol. 92

One or two players race across the highways of America in this faithful adaptation of the Williams arcade hit. The cars are fast and upgradeable, and the action is intense. Some of the narrow road courses can be killer, and hidden codes add to the fun. Although Cruis'n USA contains only a few graphics changes from the original arcade hit, no new features were added nor upgrades made to the game to make full use of the power of the N64. In spite of its flaws, Cruis'n remains a fun racer, if not one on the cutting edge.



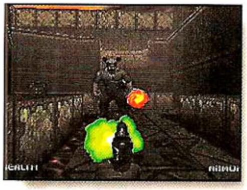


DOOM 64

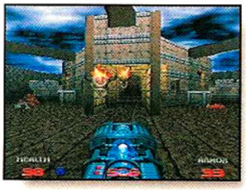
Midway/64 Megabits

DOOM 64
MIDWAY

- Action
- 1 Player
- 32 Stages
- Controller Pak (2 Data Pages)
- See Power Vol. 95



Unlike several of Midway's ports, Doom 64 really is a new game in many ways. The area layouts are new and the environments blow away all previous incarnations of Doom. The developers sacrificed realistic enemy animation in order to include a larger quantity of baddies. The result enhances the challenge if not the overall look. As for the game play, expect a tried-and-true space marine battle with invading demons on the moons of Mars. It's a bloodfest that's rated Mature for good reasons—it's a real nightmare. On the other hand, it's worth losing some sleep over.

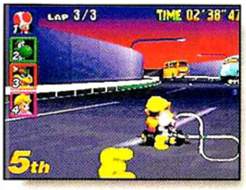


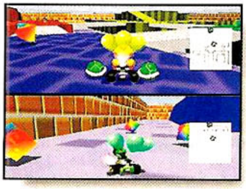
MARIO KART 64

Nintendo/96 Megabits

MARIO KART 64

- Racing
- 1 to 4 players simultaneously
- Controller Pak (121 Data Pages)
- 4 modes of play
- See Power Vol. 93





Destined for hall of fame status, Mario Kart 64 is almost too fun to describe. What makes it so special is a combination of great play control, a wide variety of very different and interesting race tracks, fun graphics and a four-player mode. It's fast, frantic, and even frustrating at times, but Kart always comes out shining in the end. This is a definite must-have for any gamer.

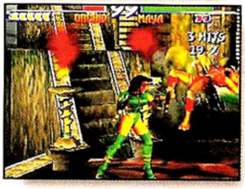
KILLER INSTINCT GOLD

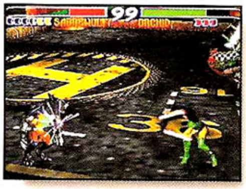
Nintendo/96 Megabits

KILLER INSTINCT
GOLD

- Tournament Fighting
- 1 or 2 players simultaneously
- Controller Pak (3 Data Pages)
- Training mode
- See Power Vol. 91

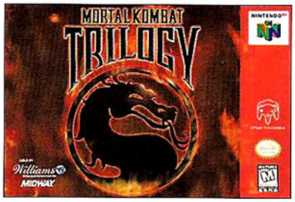
KI Gold definitely ranks as the best KI and, quite possibly, the best side-scrolling tournament fighter ever. The background graphics in 3-D add a feeling of depth to the game without altering the fighting experience for fans of the arcade and Super NES KIs. Game play includes dozens of combos, breakers and special moves for thinking fighting fans. Casual players may find it overly complex, but in the two-player mode, evenly matched combatants of any skill level will find it to be pure gold.



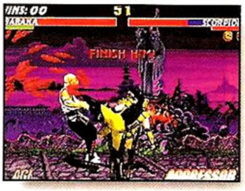


MORTAL KOMBAT TRILOGY

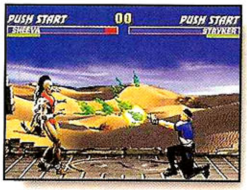
Midway/96 Megabits



- Tournament Fighting
- 1 or 2 players simultaneously
- No Controller Pak
- Lots of codes
- See Power Vol. 89



This may well be the best Mortal Kombat game to date, but it is not a huge leap over Ultimate Mortal Kombat 3 in the arcade. One of the problems with making N64 versions of games such as Mortal Kombat is that the 2-D, digitized graphics can't get much better than they are already in either the arcade or the N64 versions. As a result, you don't see anything new. But Mortal Kombat fans will find a huge assortment of characters and battle arenas, plus enough codes to choke a python.



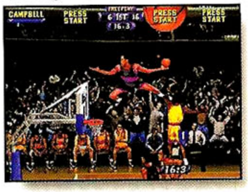
NBA HANGTIME

Midway/96 Megabits

NBA HANG TIME
MIDWAY

- Arcade Basketball
- 1 to 4 players simultaneously
- Controller Pak (7 Data Pages)
- Lots of codes
- See Power Vol. 92

The most recent of the arcade conversions from Midway, NBA Hangtime preserves the look and play of the original but doesn't add much except for new codes and craziness. Hangtime beats the competition with good AI for the computer controlled players and great moves for you. The PIN number for saving individual records and stats is also a nice touch. If you like arcade sports games and don't expect revolutionary game play or graphics, then Hangtime is the best bet on the market.



PILOTWINGS 64

Nintendo/64 Megabits

PILOTWINGS 64

- Flying simulation
- 1 Player
- 4 islands & 4 bonus games
- Memory backup
- See Power Vol. 88

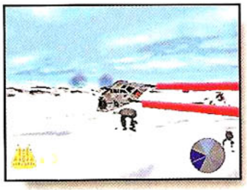
Pilotwings 64 must be the most underrated of all the N64 games so far. Why? Maybe because it isn't a game so much as it is an experience. This flight simulation with goals and funky modes may be the closest most of us will ever get to soaring freely in the sky. The smorgasbord of flight modes include a gyrocopter, hang glider, jet pack, parachute, jumble hopper, cannonball and birdman. If you're not interested in scoring points, you can just soar and explore.

STAR WARS: SHADOWS OF THE EMPIRE

Nintendo/96 Megabits

STAR WARS
SHADOWS OF THE EMPIRE

- Action
- 1 Player
- 10 stages
- Memory backup
- See Power Vol. 92



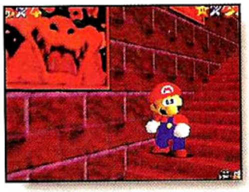
In this year of Star Wars revivals, Shadows of the Empire may be the only new ticket in town. Following in the footsteps of the Star Wars series for the Super NES, Shadows' designers at Lucasarts included a wide variety of play on consecutive stages that follow a story. You fly snow speeders on Hoth, ground speeders through Mos Eisley, space ships through asteroid fields—and that's just to warm you up. Much of the action takes place on the ground where you control Dash Rendar directly as he explores dangerous territory and blasts imperial mugs. It's a big, splashy Star Wars adventure in which anyone can star.

SUPER MARIO 64

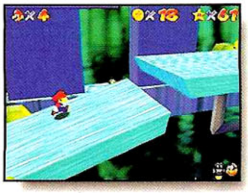
Nintendo/64 Megabits

SUPER MARIO 64

- Action
- 1 Player
- 120 stars
- Memory backup
- See Power Vol. 88



Virtually everyone who has played Super Mario 64 agrees that it is the best video game ever made. We won't argue. The variety of play in this action-adventure is unmatched. Nothing else even comes close. Mario's mission is to rescue Princess Peach and other Mushroom Kingdom folk who have been trapped inside the paintings in the



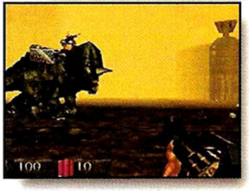
castle. This plot takes Mario into exotic worlds where he flies, swims, jumps, rescues baby penguins and rides on rainbows. Mario is truly magical.

TUROK: DINOSAUR HUNTER

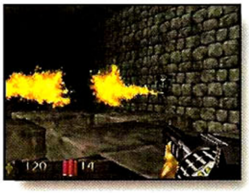
Acclaim/64 Megabits

TUROK
DINOSAUR HUNTER
Acclaim
Only For
NINTENDO 64

- Action
- 1 Player
- Controller Pak (16 Data Pages)
- 8 huge worlds
- See Power Vol. 94



Turok's adventure in The Lost Lands combines some of the best polygonal animation ever. And yes, you get to hunt dinosaurs (or bionosaurs), but there's much more to this game then gunning down raptors. The eight worlds of Turok are each vast regions, some exterior and some interior, where players must explore, solve puzzles, defend themselves, make daring leaps, swim through infested waters and climb cliffs and vines. The sheer size of Turok is amazing, but the challenge is also significant. The Mature rating for this game comes from copious amounts of blood and the theatrical death throes of your vanquished foes.



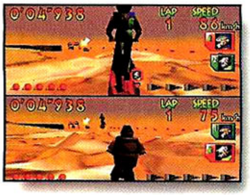
WAVE RACE 64

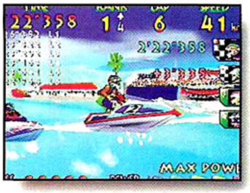
Nintendo/64 Megabits

WAVE RACE 64
Kawasaki JET SKI
Only For
NINTENDO 64

- Watercraft Racing
- 1 or 2 players simultaneously
- Controller Pak (2 Data Pages)
- 4 modes of play
- See Power Vol. 90

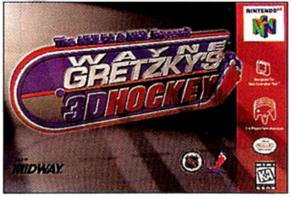
Perhaps the single most impressive display of the technology in the N64 comes from Wave Race 64. This game was programmed by HAL, with lots of input from Mr. Miyamoto and others at Nintendo Company Ltd. The results are stunning—waves that crest and glint in the sunlight, watercraft that bob and roll just like the real thing, and a range of water courses taking you from the tropics to the arctic. Races can take several forms, too. You can race against the computer, against another person in the Vs. Mode or against the clock in Time Trials, and you can try to score style points in the Challenge Mode by performing lots of stunts as you race through a course. Before Wave Race 64, few people would have believed that you could reproduce this sort of experience in a video game. Now we know better.



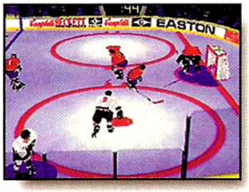


WAYNE GRETZKY'S 3-D HOCKEY

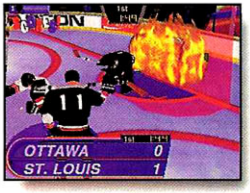
Midway/64 Megabits



- Hockey
- 1 to 4 players simultaneously
- Controller Pak (7 Data Pages)
- NHLPA License
- See Power Vol. 91



Midway's first sports title for the N64 proves to be a showcase in several ways. Gretzky 3-D Hockey shows that multiple camera views work well in a sports game. It proves that Nintendo's decision to include four controller ports on the N64 was right on target. It also showed that Midway's Atari Games development group has the means to create technically advanced games for the N64. (We expect to see several more titles from these folks by the end of the year.) Beyond that, Gretzky proves that the whole point of video games is to have fun. With both arcade and simulation modes, players can get as real as they want. And, as a multiple player game, Gretzky truly shines. As an added bonus, the developers put in a ton of secret codes, including Big Head and Continuous Fighting.

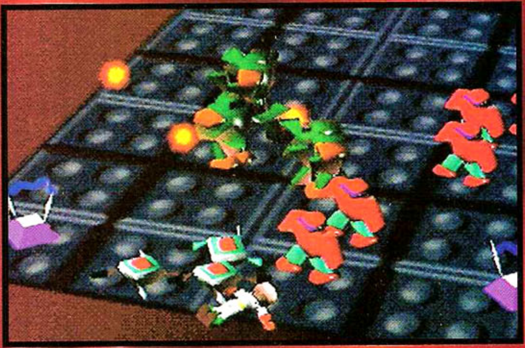


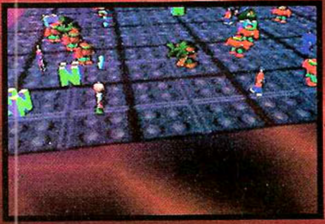
PAK WATCH

This month's Pak Watch poses the following questions. Is Robotron ready for the N64? Is Silicon Valley a place or a game? And, is Kabuki Jo a war god or just a clown? The answers to these questions and more are just ahead.

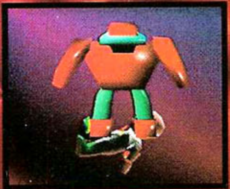
THE INSIDE SOURCE ON FUTURE GAMES

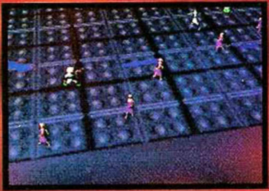
ROBOTRON 64

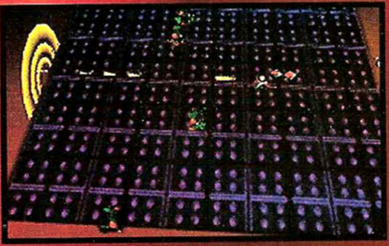


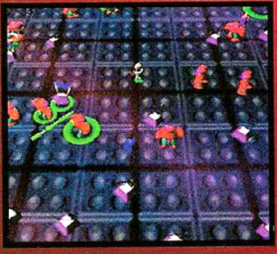


When we first heard that Robotron 64 was going to be developed for the Nintendo 64, we thought, wow, how are they going to make it 3-D? As arcade fans of the classic Robotron will tell you, the essential nature of the game requires a big, open perspective so you can see where to shoot and run from the robots. The unfinished version of Robotron 64 that we received recently answered our question. Robotron for the 90s would be played from overhead in a three-quarters perspective. From this vantage, the 3-D playing field and characters take on a more realistic, fuller appearance. Mike Rubinelli of Midway told us that the special lighting effects and many other graphical elements, such as reflection effects, have yet to be included in the game. "Our central focus is to retain the quickness of play that made the original game a hit," he told us. It seems to be working. The game control, although incomplete in the current version, made use of the control stick to move your character and the C Buttons to fire your gun. There is even an option to use two controllers in tandem so that the motion and gun controls both use control sticks. Although Robotron may seem like a throwback to a simpler time with simpler games, Midway is trying hard to make this version a classic for the next millenium.



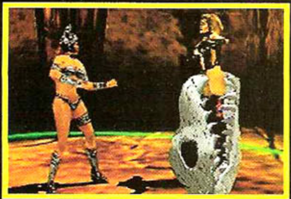


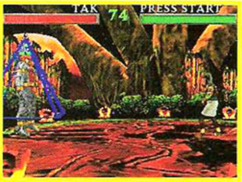


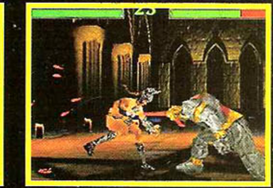


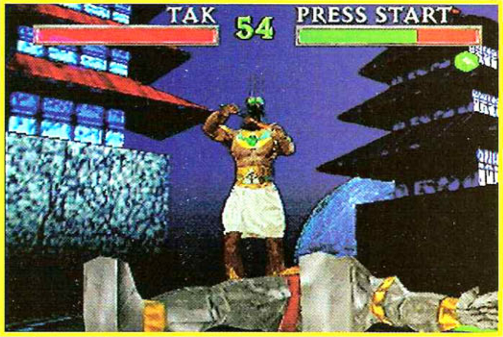
WAR GODS

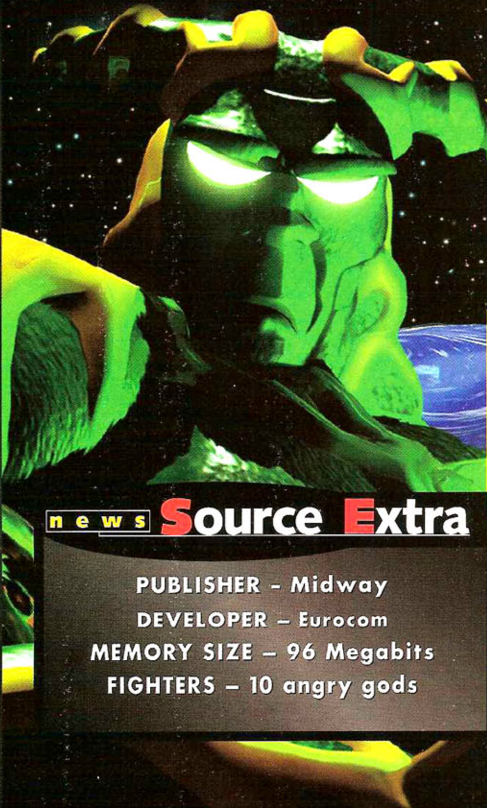
The conversion of Midway's latest arcade fighter for the N64 brings together a group of angry gods who were created through coming in contact with alien sludge. The dastardly deities include Warhead, Kabuki Jo, Cy-5, Pagan, Maximus, Arubis, Tak, Vallah, Ahau Kin and Voodoo. Why they're so upset with each other isn't really explored, but the fighters use their godlike powers to wreak havoc with each other. As for the game, it looks and plays very much like a rotating Mortal Kombat with new characters, complete with fatalities. The rotating camera angles add drama to the game in the same way that KI Gold gets a boost out of fresh camera angles, but movement of the tournament arena and polygonal characters often seem chunky rather than smooth. Perhaps gods have more important things to think about than realistic animation. The use of polygonal characters is particularly effective due to Eurocom's excellent texture mapping, which gives each of the gods almost as much detail as the digitized images in Mortal Kombat Trilogy. The arcade game never really made a splash, but this N64 version features better control. Player's must be quick on the attack, as their godly opponents crank up their own AI if they lose a round. As a two-player game, War Gods offers an alternative to MK action that will feel familiar to MK fans. Next, month, Power will dig a little deeper to see what these gods are really made of.

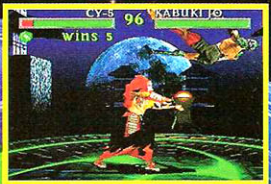


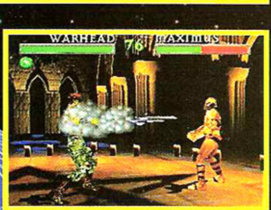






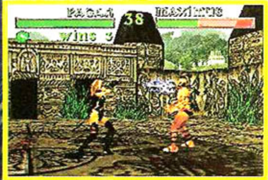




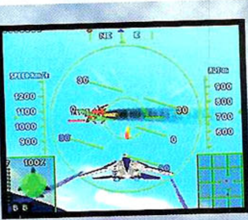


news Source Extra

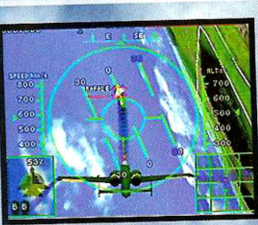
PUBLISHER – Midway
DEVELOPER – Eurocom
MEMORY SIZE – 96 Megabits
FIGHTERS – 10 angry gods

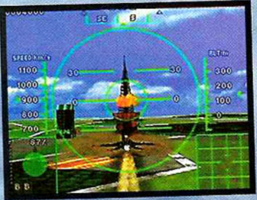


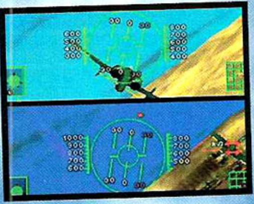
AEROFIGHTERS ASSAULT

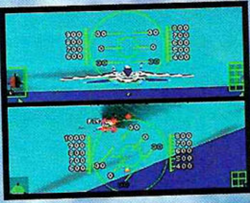


Imagine flying the hottest military fighters in the world, then imagine that your target isn't some third world ruler, but huge, mutant monsters that can swat your plane out of the air with one swipe of a paw. That's the idea behind Mc O'River's Aerofighters Assault. Pak Watch recently received an early version of this shooter for flight-testing. Once you strap yourself into the virtual cockpit of an F-14, or one of four other jets, you'll launch into missions ranging from the arctic to Tokyo. At your side will be three squadron members supporting your attack. Battles take place in large, 3-D spaces with realistic sky and detailed terrains. The planes look real, too, right down to the contrails. Your radar screen shows enemy positions so you can engage them in dogfights or lock on your missiles from a distance. Even though Paradigm Entertainment is programming the game, the action feels more like an arcade game than a simulation. Mc O'River's parent company, Video Systems in Japan, has been directing the progress of the game and helping Paradigm with some of the arcade elements. It looks like it's paying off. Power will take a closer look at this game next month.



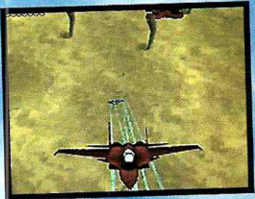


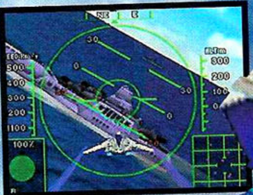


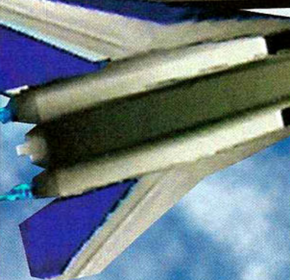


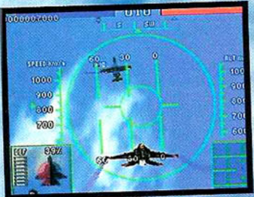
news Source Extra

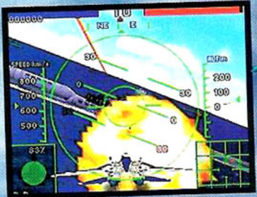
PUBLISHER – Mc O'River
DEVELOPER – Paradigm
MEMORY SIZE – 64 Megabits
PLAYER MODES – 1 or 2 player simultaneously
SPECIAL – Level end bosses and hidden jets

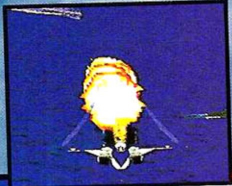


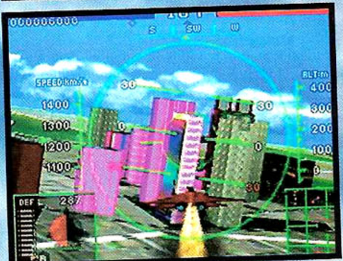


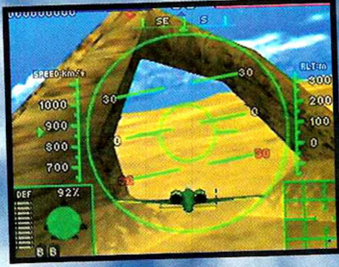


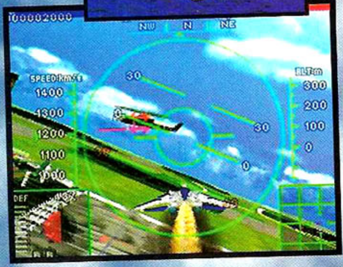






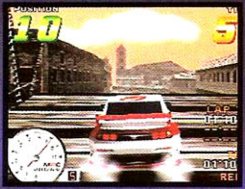


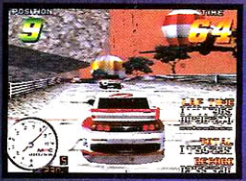


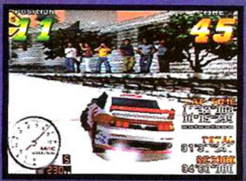


IMAGINEER RALLIES

Although we haven't got our paws on the wheels of Multi Racing Championship from Imagineer in Japan, we have managed to scrape up some screen shots. As with many Japanese games in mid development, Imagineer's racer is not yet scheduled for release on this side of the Pacific. In Japan, the game will be launched in June. It features one- or two-player action, multiple cars and courses, upgradeable parts and very realistic graphics with special effects such as fog and shadowing. We hope to have a firsthand report next month from the Tokyo Game Show. Until then, enjoy the scenery.




POSITION
9
TIME
64


POSITION
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TIME
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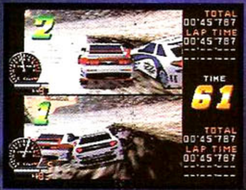
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TOTAL
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LAP TIME
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TIME
61
1
TOTAL
00'45"787
LAP TIME
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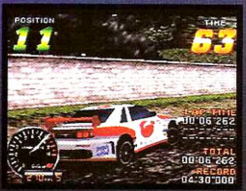
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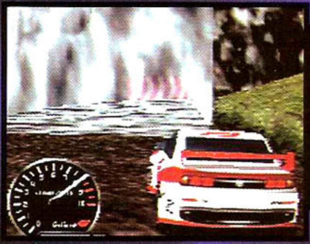

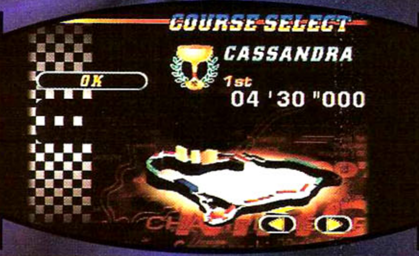
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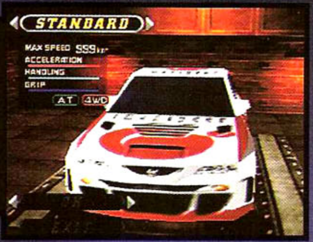
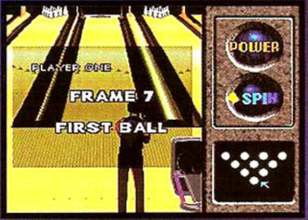
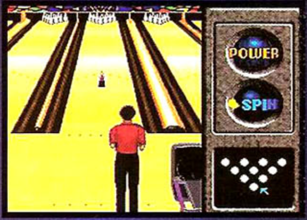
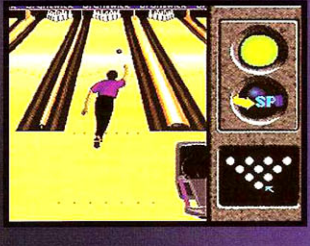

STANDARD
MAX SPEED
ACCELERATION
HANDLING
GRIP
AT
4WD

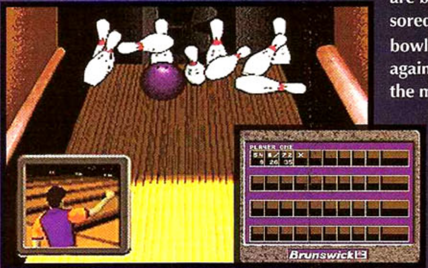
A SUPER BOWL

Bowling may not be the most exciting sport in the world. Cars don't crash into the crowd. Really tall guys don't smash balls through a hoop. There are no Lions or Tigers or Mighty Ducks competing. But bowling is a sport that anyone can play, and very soon, thanks to T•HQ and Tier Tex, you'll be able to bowl with the best on your Super NES. It seems as if this game has been in the works forever, but the working beta version that we just received at Pak Watch has everything but the bells and whistles. Players can bowl single games for practice or participate in tournaments or leagues. The tournaments are based on real Brunswick sponsored events and feature top pro bowlers, so you are competing against the best in the sport. As for the mechanics of the game, BWTC gives you control of aim, stance, power and spin. You can also choose the weight of your ball.


PLAYER ONE
FRAME 7
FIRST BALL
POWER
SPIN






PLAYER ONE
Brunswick

INSIDER UPDATE

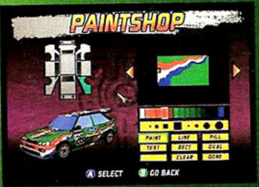
NEWS FLASH

CASTLEVANIA ON THE N64

In the biggest gaming announcement of the year so far, Konami revealed exclusively to Nintendo Power that the hit Castlevania series will come to the N64 in a game tentatively entitled Dracula 64. Development of the game will take place in Japan over the summer and fall with a possible release date scheduled for the first quarter of 1998. In addition to Drac 64, Konami also announced that it has the official license for a game based on the upcoming Nagano Winter Olympics. Also scheduled for release in early 1998 is an unnamed fighting game for the N64. What makes these announcements all the more mouth-watering is that Konami has one of the best N64 development teams in the world as evidenced by J League Perfect Striker and Goemon 5 (both featured in this issue.) It looks like '98 will be Konami's year on the N64.

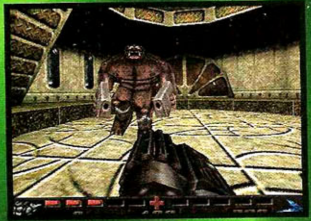
N64 NEWS IN A NUTSHELL

Get set for a whirlwind tour of the latest developments for the Nintendo 64. Leading off, we have news from Japan that Hudson's Super Bomberman 64 is well underway. The look of the game has changed dramatically since it now makes use of detailed, 3-D worlds. But the action is still a bomber's dream in which the fastest fuse wins the day. Hudson Soft is not reporting plans for the game's introduction in North America at this time.



From closer to home, Kemco sent along a screen shot of the paint shop option in Top Gear Rally. As Pak Watch reported previously, Rally will have an option in which you can customize the colors and logos on your race car and save those options on your Controller Pak. Release of Top Gear Rally has been set for August and, according to Kemco, the development team is right on schedule to meet all deadlines.

At GT Interactive in New York, work is moving ahead on an entire library of games including Hexen, which Power will cover next month, and Ultra Combat, which is getting a facelift and a new name. Another game on the drawing boards is Unreal. The reality of this first-person action game is that it takes place in a future world where players explore spacecraft, ancient ruins, mines and castles while solving riddles and staying alive. The picture shown here is of the PC version, which is currently in development, but the N64 version should look even sharper. As for a release date, expect to see Unreal materialize sometime in early 1998.



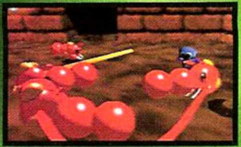
F-1 POLE POSITION

Ubi Soft recently announced that it will bring Human Grand Prix to North America under the title F-1 Pole Position. Changes are expected to be minor, though there could be a major F-1 license. An early test-drive of this game at the end of last year has geared us up for more. Graphically, F-1 looks crisp and fast while the Control Stick gives you the precision control you need to stay in the running for the checkered flag.

IT'S IN THE GAME

EA Sports, renowned worldwide for its library of quality sports titles, including John Madden football , NBA Live basketball, NHL Hockey, PGA Tour golf and FIFA Soccer, has penned an agreement with Nintendo to produce a collection of sports titles for the N64. Although details have not yet been released on which specific games will be seen on the N64, the first titles should be released by the middle of 1988. Larry Probst, the president of Electronic Arts, indicated that one reason for making this five-year deal now was that the N64 had proven itself to be a winner. Over two and a half million N64s were sold in North America by March 31st, and the average game title sells more than ten times more copies than the average PlayStation title. When it comes to blockbusters, it seems that EA just wanted to be in the game.

TONGUE TIED



Japan System Supply sent us another batch of screen shots from Chameleon Twist, the unusual action game starring a character who uses his tongue rather than a gun. Yes, the tongue is mightier than the sword in some cases. We don't have much more to add since the game does not yet have a North American publisher and JSS won't reveal anything except that the game features unique tongue action.

KONAMI BASEBALL

Powerful Pro Yakyuu
© Konami All Rights Reserved
©Tokyo Dome Corporation/Japan Professional Baseball Commissioner Official Licensed Product.

Konami sent us screen shots of two games currently in development in Osaka for the N64. Powerful Pro Baseball, shown here, has been released already in Japan, and Goemon 5, which is pictured in the Epic Center News, is still in development. As for Powerful Pro, the big-head theme so popular in Japan is clearly evident. The rumor coming out of Konami in the States is that this game won't be translated for the North American market. Instead, it is more likely that a baseball game featuring more realistic players will be made here for the N64.

OSCAR, MOVE OVER

Every industry likes to reward the people who excel in their chosen field, and the video game industry is no different. An organization called the Academy of Interactive Arts and Sciences is beginning to recruit members and develop a program that will lead to annual awards for outstanding contributions in the area of interactive video games and computer programs. Representatives from the major players in the industry, from Nintendo to Microsoft, have been working together to establish the AIAS charter and guidelines for the awards. Members of the academy, who must be associated with the industry, will vote on the nominees in various categories. It has been suggested that a televised awards ceremony will be possible by 1998. Of course, the big question on everyone's mind is what will the award statue look like? We humbly submit the idea of a handsome statue depicting a saddled, green dinosaur with a long, sticky tongue—the Yoshis!

RELEASE FORECAST

N64

BIO FREAKS	FALL '97
CLAY FIGHTER $63\frac{1}{3}$	SUMMER '97
DARK RIFT	SUMMER '97
DUKE NUKEM 64	FALL '97
F-1 POLE POSITION	SUMMER '97
FREAKBOY	FALL '97
GOLDENEYE 007	SUMMER '97
HEXEN	SUMMER '97
ISS 64: INTERNATIONAL SUPERSTAR SOCCER	SUMMER '97
LAMBORGHINI 64	SUMMER '97
MISSION: IMPOSSIBLE	SUMMER '97
MORTAL KOMBAT MYTHOLOGIES	FALL '97
ROBOTECH: CRYSTAL DREAM	FALL '97
ROBOTRON 64	SUMMER '97
QUAKE	WINTER '98
SAN FRANCISCO RUSH	FALL '97
SILICON VALLEY	FALL '97
SPACE CIRCUS	FALL '97
STAR FOX 64	SUMMER '97
TOP GEAR RALLY	SUMMER '97
WAR GODS	SPRING '97
WORLD CHAMPIONSHIP WRESTLING	FALL '97
UNREAL	WINTER '98
YOSHI'S ISLAND 64	FALL '97
ZELDA 64	FALL '97

Super NES

BRUNSWICK'S WORLD TOURNAMENT OF CHAMPIONS	SUMMER '97
TIMON & PUMBAA	SUMMER '97

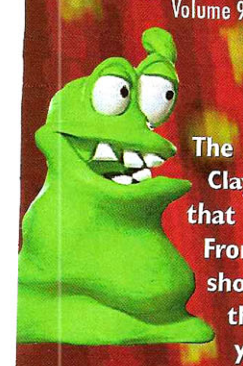
Game Boy

HERCULES	SUMMER '97
KEN GRIFFEY JR. PRESENTS MLB	SUMMER '97

Coming Next Issue.....

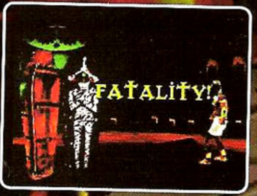
Volume 97, June 1997

Clay Fighter 63⅓™



The clay hits the fan with our Clay Fighter 63⅓ strategies that are guaranteed to knead. From 2000 hit combos to snot shooting, we're revealing all the goopy gladiator moves you need to slay the clay.

WAR GODS



Midway unleashes the arcade wrath of War Gods on the N64! Get in the ring for a 10-page blow-by-blow lowdown to beat the deities and fight like a god, mortal!

HEXEN

Go medieval with our spell-binding tips on beating Hexen! We're mapping out the dungeons and dishing out the tactics you'll need for defeating the dragons and maximizing your magic.

N64 Previews

We're serving up the inside scoop on two new action games for the N64! Buckle up for a test flight of Aerofighters Assault and get on board for a V.I.P. tour of Silicon Valley. Catch the exclusive pics and info next month!

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust A Move
18. Castlevania Dracula X
19. Casper
20. Chrono Trigger
21. Civilization
22. College Football USA '97
23. College Slam
24. Cutthroat Island
25. Demolition Man
26. Demon's Crest
27. Dirt Trax FX
28. Disney's Aladdin
29. Disney's Pinocchio
30. Donkey Kong Country
31. Donkey Kong Country 2
32. Donkey Kong Country 3
33. Doom
34. Dragon View
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. FIFA International Soccer '96
40. FIFA International Soccer '97
41. Final Fantasy II
42. Final Fantasy III
43. Final Fight 3
44. Frank Thomas Big Hurt Baseball
45. Frantic Flea
46. Gearheads
47. Harvest Moon
48. Illusion of Gaia
49. Incantation
50. Indiana Jones' Greatest Adventures
51. Judge Dredd
52. Jungle Strike
53. Jurassic Park 2
54. Ken Griffey Jr. Presents: MLB
55. Ken Griffey Jr.'s Winning Run
56. Killer Instinct
57. King Arthur & the Knights of Justice
58. Kirby's Dream Course
59. Kirby Super Star
60. The Legend of Zelda: A Link to the Past
61. Lemmings 2
62. Lobo
63. Looney Tunes B-ball
64. The Lost Vikings
65. The Lost Vikings II
66. Lufia II
67. Madden NFL '96
68. Madden NFL '97
69. Magic Boy
70. Mario Paint
71. Marvel Super Heroes in War of the Gems
72. The Mask
73. Maui Mallard in Cold Shadow
74. Mechwarrior 3050
75. Mega Man X
76. Mega Man X2
77. Mega Man X3
78. Mega Man 7
79. Might & Magic III: Isles of Terra
80. Mighty Morphin Power Rangers: The Movie
81. Mohawk & Headphone Jack
82. Mortal Kombat II
83. Mortal Kombat 3
84. Mr. Do!
85. Ms. Pac-Man
86. Mutant Chronicles: Doom Troopers
87. NBA Give 'n' Go
88. NBA Hangtime
89. NBA Jam
90. NBA Jam Tournament Edition
91. NBA Live '96
92. NBA Live '97
93. NFL Quarterback Club '96
94. NHL '96
95. NHL '97
96. Ninja Gaidan Trilogy
97. Ogre Battle
98. Olympic Summer Games
99. Oscar
100. PGA European Tour
101. Power Piggs of the Dark Age
102. Power Rangers Zeo: Battle Racers
103. Prehistorik Man
104. Primal Rage
105. Prince of Persia 2
106. P.T.O. II
107. Realm
108. Revolution X
109. Road Rash
110. RoboTrek
111. Romance of the Three Kingdoms IV: Wall of Fire
112. Samurai Shodown
113. Scooby Doo Mystery
114. Secret of Evermore
115. Secret of Mana
116. SimCity
117. SimCity 2000
118. Spawn
119. Star Trek: Deep Space Nine
120. Star Trek: Star Fleet Academy
121. Star Fox
122. Street Fighter Alpha 2
123. Street Fighter II Turbo
124. Stunt Race FX
125. Super Bomberman 2
126. Super Mario All-Stars
127. Super Mario Kart
128. Super Mario RPG
129. Super Mario World 2: Yoshi's Island
130. Super Metroid
131. Super Punch-Out!!
132. Super Star Wars
133. Super Street Fighter II
134. Swat Kats
135. Tecmo Secret of the Stars
136. Tecmo Super Bowl III: Final Edition
137. Tetris & Dr. Mario
138. Tetris Attack
139. Timon & Pumbaa
140. Top Gear 3000
141. Toy Story
142. True Lies
143. Ultimate Mortal Kombat 3
144. Uncharted Waters New Horizons
145. Uniracers
146. Urban Strike
147. War 3010: The Revolution
148. Wario's Woods
149. WeaponLord
150. Whizz
151. Winter Gold
152. WWF Raw
153. WWF Wrestlemania: The Arcade Game
154. X-Men: Mutant Apocalypse
155. Zoop

Game Boy

156. Adventure Island
157. Aladdin
158. Alien Games
159. Animaniacs
160. Asteroids/Missile Command
161. Battle Arena Toshinden
162. Battle Zone/Super Breakout
163. Blues Bros. Jukebox
164. The Bugs Bunny Crazy Castle 2
165. Casino Funpak
166. Castlevania Adventure
167. Castlevania II: Belmont's Revenge
168. Centipede/Millipede
169. College Slam
170. Contra: The Alien Wars
171. Cutthroat Island
172. Defender/Joust
173. Desert Strike
174. Disney's Pinocchio
175. Donkey Kong Land
176. Donkey Kong Land 2: Diddy's Kong Quest
177. Donkey Kong
178. Dr. Mario
179. DragonHeart
180. Earthworm Jim
181. Earthworm Jim 2
182. FIFA Soccer '96
183. FIFA Soccer '97
184. 4-in-1 Fun Pak
185. Frank Thomas Big Hurt Baseball
186. Galaga/Galaxian
187. Game & Watch Gallery
188. Hercules
189. Hunchback of Notre Dame
190. Iron Man X-O Manowar In Heavy Metal
191. Jeopardy! Teen Tournament
192. Jeopardy! Platinum Edition
193. Jungle Strike
194. Jurassic Park 2
195. Ken Griffey Jr. Presents: MLB
196. Killer Instinct
197. King of Fighters '95
198. Kirby's Block Ball
199. Kirby's Dream Land
200. Kirby's Dream Land 2
201. Kirby's Pinball Land
202. Kirby's Star Stacker
203. Lamborghini American Challenge
204. The Legend of Zelda: Link's Awakening
205. The Lion King
206. Looney Tunes
207. Madden '96
208. Marble Madness
209. Mario's Picross
210. Mega Man
211. Mega Man V
212. Metroid II: Return of Samus
213. Mole Mania
214. Monster Max
215. Mortal Kombat II
216. Mortal Kombat 3
217. Ms. Pac-Man
218. NBA Jam
219. NBA Jam Tournament Edition
220. NBA Live '96
221. NHL '96
222. Nigel Mansell's World Championship
223. Olympic Summer Games
224. Operation C
225. Pac-Man
226. PGA Tour Invitational
227. Pocahontas
228. Prehistorik Man
229. Primal Rage
230. Qbert
231. Samurai Shodown
232. Solitaire FunPak
233. Space Invaders
234. Star Trek: Generations
235. Street Fighter II
236. Street Racer
237. Super Mario Land
238. Super Mario Land 2: 6 Golden Coins
239. Super Return of the Jedi
240. Sword of Hope II
241. Tazmania 2
242. Tetris
243. Tetris Attack
244. Tetris Blast
245. Tetris 2
246. Timon & Pumbaa
247. Tiny Toon Adventures 2
248. Titus the Fox
249. Toy Story
250. Track & Field
251. Urban Strike
252. Vegas Stakes
253. Wario Blast
254. Wario Land: Super Mario Land
255. WWF Raw
256. Zoop

N64

257. Aerofighters Assalt
258. Blast Corps
259. Body Harvest
260. Bomberman 64
261. Buggie Boogie
262. Clay Fighter 63 1/3
263. Creator
264. Cruis'n USA
265. Dark Rift
266. Descent
267. Doom 64
268. F-1 Pole Position
269. F-Zero 64
270. FIFA Soccer 64
271. Freak Boy
272. GoldenEye 007
273. Hexen
274. Jungle Bots
275. Killer Instinct Gold
276. Kirby's Air Ride
277. Lamborghini 64
278. Lode Runner
279. Major League Baseball featuring Ken Griffey Jr.
280. Mario Kart 64
281. Mission: Impossible
282. Monster Dunk
283. Mortal Kombat Trilogy
284. NBA Hangtime
285. Pilotwings 64
286. Quake
287. Quarterback Club '98
288. Rev Limit
289. Robotech: Crystal Dreams
290. Robotron 64
291. Silicon Valley
292. St. Andrews Old Course
293. Star Fox 64
294. Star Wars: Shadows of the Empire
295. Super Mario 64
296. Tetrisphere
297. Top Gear Rally
298. Turok: Dinosaur Hunter
299. Ultimate Racer
300. War Gods
301. Wave Race 64
302. Wayne Gretzky's 3-D Hockey
303. WCW Wrestling
304. Wild Choppers
305. Wonder Project J 2
306. WWF Wrestling
307. Yoshi's Island 64

Other Picks

308. Chameleon Twist
309. Dragon Quest VI (Super Famicom)
310. EarthBound 64 (Mother 3)
311. J. League Perfect Striker
312. Legend of Zelda 64
313. Marvelous: Another Treasure Island (Super Famicom)
314. Nintendo 64
315. 64DD accessory for Nintendo 64

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (GB), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (VB), Virtual League Baseball, Killer Instinct (GB), Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, NES Anniversary Celebration, Sports Scene.

Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2: Diddy's Kong Quest, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

Volume 83 (Apr. '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda-A Link to the Past.

Volume 84 (May '96): Ken Griffey Jr.'s Winning Run, Mohawk & Headphone Jack part one, Lobo, Olympic Summer Games (GB), Super Mario All-Stars, The Making of Mission: Impossible, NP Award Winners, Blood of the Chozo, College Slam Codes, Cyberjocks, Super Mario RPG, Lufia II: Rise of the Sinistrals part one.

Volume 85 (June '96): Thirty-one page N64 exclusive game preview, Olympic Summer Games, Ken Griffey Jr.'s Winning Run trading strategies, Mohawk & Headphone Jack part two, Toy Story (GB), Dragonheart, Sword of Hope II, Lufia II: Rise of the Sinistrals part two.

Volume 86 (July '96): E3 Report, PilotWings 64, Mortal Kombat Trilogy, BASS Masters Classic Pro Edition, Super Mario RPG Challenge, Beat the Boss part one, Iron Man/X-O Manowar In Heavy Metal, Brainies, Kirby Super Star, Tetris Attack, Water World, Dragon Hopper, Eye of the Beholder, Star Ocean, Sword of Hope II part two.

Volume 87 (Aug. '96): Tetris Attack, Oscar, Kirby Super Star part one, Mario 64, FIFA Soccer '97, Urban Strike, Wayne Gretzky's 3-D Hockey, Beat the Boss part two, Game Boy Pocket, Power Rangers ZEO: Battle Racers, Zero Racers, Donkey Kong Land 2, Marvel Super Heroes: War of the Gems, Mole Mania, Fire Emblem, NES Epics.

Volume 88 (Sept. '96): Super Mario 64, PilotWings 64, Realm, Kirby Super Star, part two, Donkey Kong Land 2: Diddy's Kong Quest, Pinocchio, N64 Launch, Cruis'n USA Update, Turok: Dinosaur Hunter, Donkey Kong Country 3: Dixie Kong's Double Trouble, Prince of Persia 2, Maui Mallard, SimCity, War 3010: The Revolution.

Volume 89 (Oct. '96): Ultimate Mortal Kombat 3, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Sergeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie Kong's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcade's Greatest Hits, Toshinden (GB), Lufia II.

Volume 91 (Dec. '96): Killer Instinct Gold, Wayne Gretzky's 3-D Hockey, NBA Hangtime, Star Wars: Shadows of the Empire, Donkey Kong Country 3: Dixie Kong's Double Trouble Part 2, Ultimate Mortal Kombat 3, Marvel Super Heroes: War of the Gems, Taz-Mania 2, Jeopardy, Shadows of the Empire comic, Wave Race 64 Strategies.

Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Small Classics.

Volume 93 (Feb. '97): Mario Kart 64, Star Wars: Shadows of the Empire Challenge Points, GoldenEye 007, Turok: Dinosaur Hunter, Top Gear 3000, King of Fighters, Mole Mania, N64 Controller Pak: Get 'Em to Go, Star Wars: Shadows of the Empire comic, Harvest Moon, Marvelous.

Volume 94 (Mar. '97): Turok: Dinosaur Hunter, Power Award Nominations, Doom 64, Super Mario Kart 64, KI Gold: Advanced Combos, The Legend of Zelda: Link's Awakening, The Hunchback of Notre Dame, Beat the Bosses: Super Mario RPG, FIFA Soccer 64, Game of the Future Contest, Harvest Moon.

Volume 95 (Apr. '97): Blast Corps, Doom 64, Turok: Complete Maps, Clay Fighter 63 1/3 Preview, Wayne Gretzky's 3-D Hockey, Super Metroid, Super NES Doom, Kirby's Star Stacker, Dark Rift Preview, How to Become a Game Tester, Game and Watch Gallery, Game Boy Pocket, Beat the Boss.

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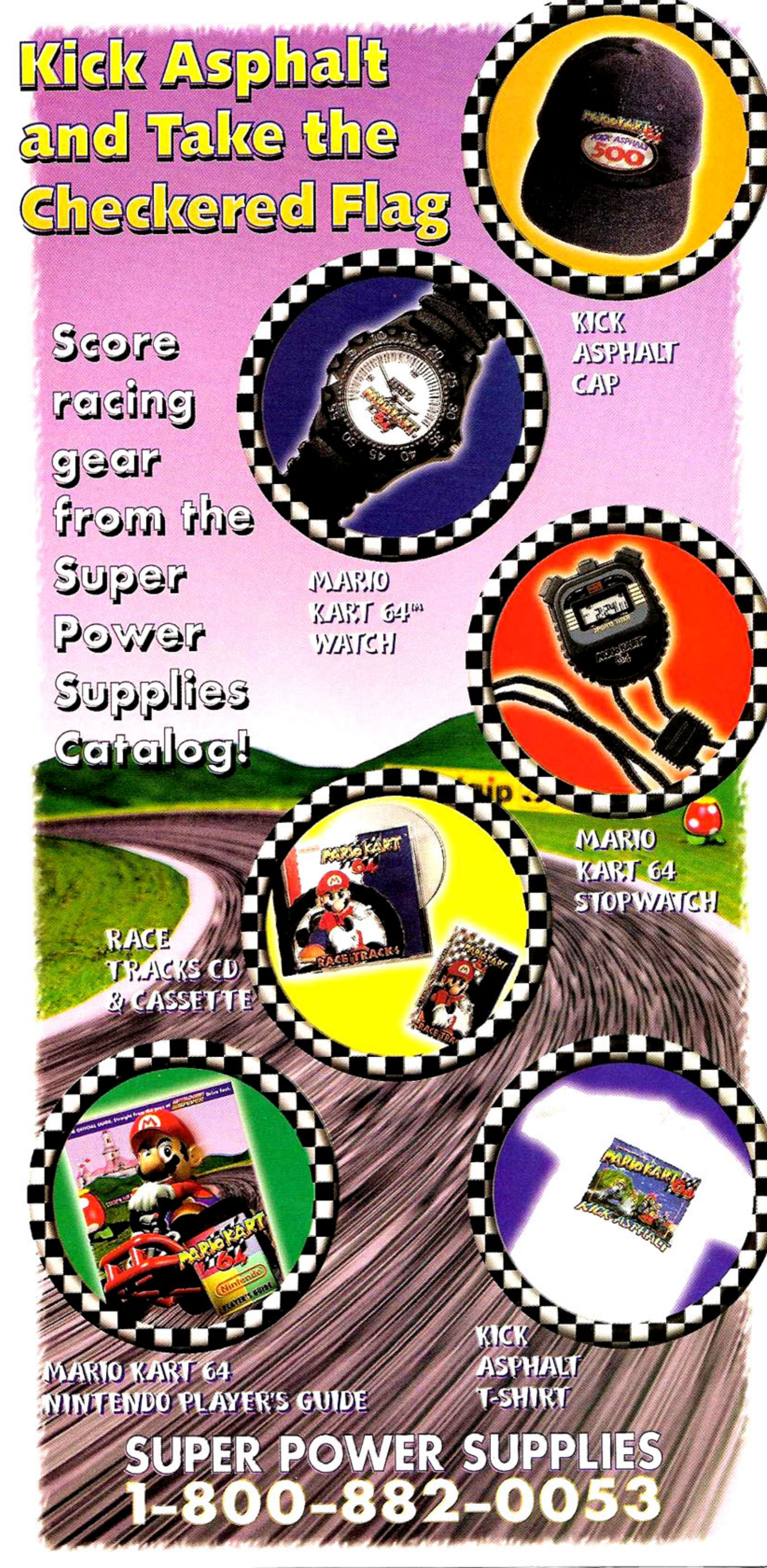
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